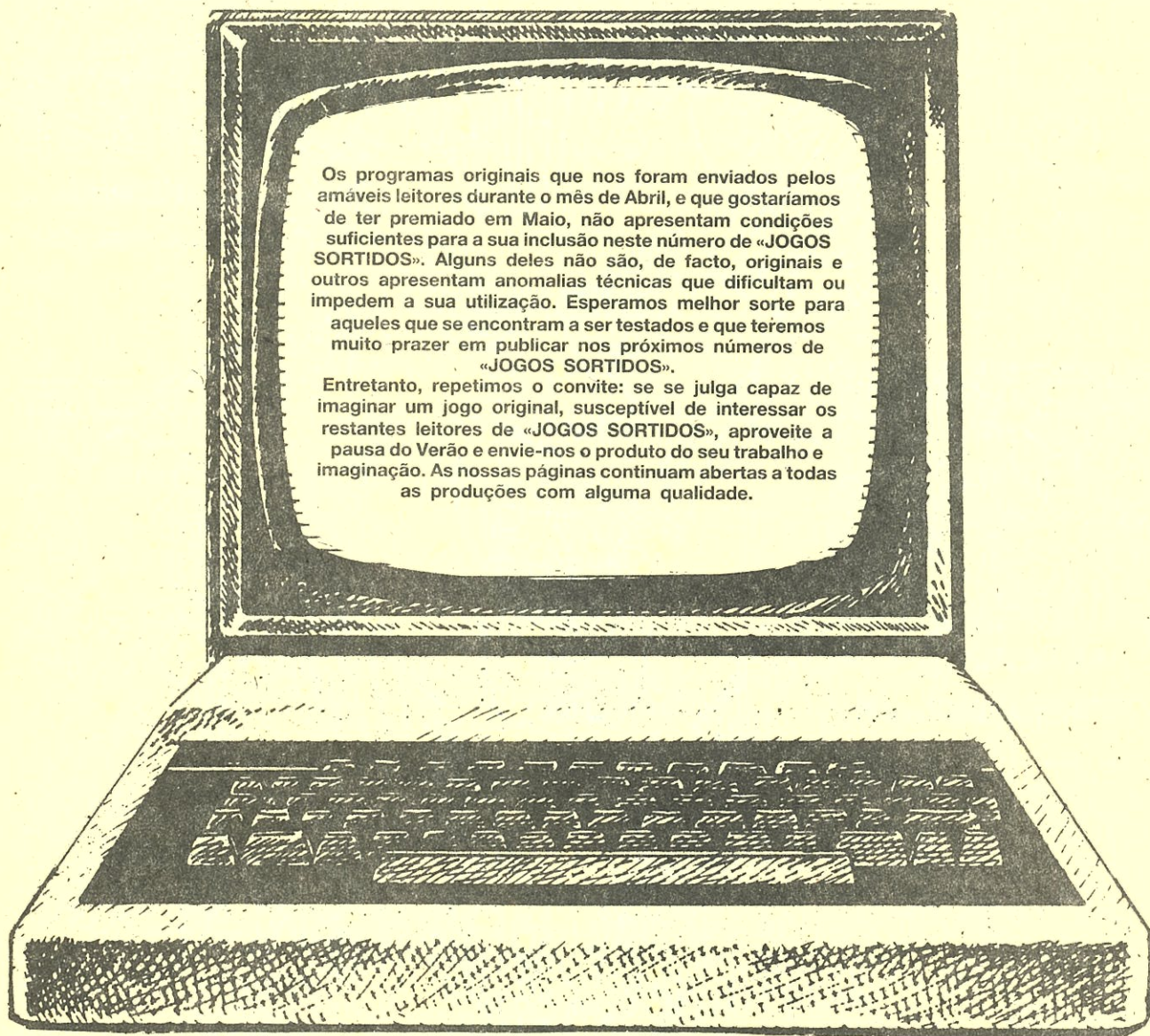


# JOGOS PARA O SEU MICROCOMPUTADOR

AGORA  
16  
PÁGINAS



Os programas originais que nos foram enviados pelos amáveis leitores durante o mês de Abril, e que gostaríamos de ter premiado em Maio, não apresentam condições suficientes para a sua inclusão neste número de «JOGOS SORTIDOS». Alguns deles não são, de facto, originais e outros apresentam anomalias técnicas que dificultam ou impedem a sua utilização. Esperamos melhor sorte para aqueles que se encontram a ser testados e que teremos muito prazer em publicar nos próximos números de «JOGOS SORTIDOS».

Entretanto, repetimos o convite: se se julga capaz de imaginar um jogo original, susceptível de interessar os restantes leitores de «JOGOS SORTIDOS», aproveite a pausa do Verão e envie-nos o produto do seu trabalho e imaginação. As nossas páginas continuam abertas a todas as produções com alguma qualidade.

## ENVIE-NOS OS SEUS PROGRAMAS ORIGINAIS E GANHE PRÉMIOS

Colabore connosco, enviando-nos o *seu programa original*, do seguinte modo:

1. Nome, morada, idade e n.º de telefone.
2. O programa de preferência em cassette, indicando o tipo e a capacidade do computador.
3. Uma descrição geral do jogo com as instruções necessárias.
4. Uma explicação detalhada da função das várias partes do programa.

Para: **JOGOS SORTIDOS** - Rua Duque de Palmela, 37, 2.º-Dto. - 1200 LISBOA

# DRÁCULA



Escrito por Luis Villalba, para o Spectrum 48K. Deve-se introduzir todas as maiúsculas carregando em modo gráfico.

O vil e superconhecido vampiro Drácula continua a fazer das suas em terras da Pensilvânia. Para acabar com este ambiente de terror o nosso herói montou

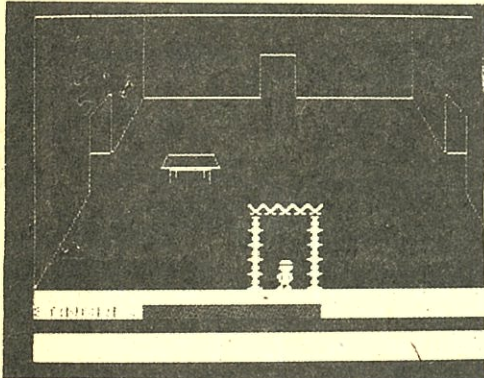
guarda à fortaleza que serve de morada do terrível «sugasangue». O castelo tem quatro pisos e 125 casas por onde espreitam os vampiros que estão enfeitados pelo Drácula e impedem o nosso protagonista de continuar a sua busca. A sua tarefa não é fácil e tem que ser ajudada com uma cruz para afugentar os vampiros.

```
5 BORDER 0: PAPER 0: INK 7: C
LEAR 59999: PRINT AT 10,0: FLASH
1: " ESPERA. CARGANDO LINEAS DA
TA
10 LET n=60000 FOR l=30 TO 50
STEP 2: LET c=0 READ a$:a: FOR
i=1 TO 25 STEP 2
12 LET b=16+(CODE a$(i)-48-17
AND a$(i)>"9")+CODE a$(i+1)-48-
17 AND a$(i+1)>"9"): LET c=c+b
14 POKE n,b: LET n=n+1: NEXT i
IF c>a THEN PRINT " ERROR E
N DATA EN LINEA "i: STOP
16 NEXT
30 DATA "ED5F6F260011005801000
3ED60",1003
```

```
32 DATA "21005816000100037EFE0
0280A",577
34 DATA "16FF353E1003FEAFD3FE0
E2375",1679
36 DATA "B120E8BA20E0210040110
14038",1119
38 DATA "00010018EDB0C93E002AD
4EA77",1308
40 DATA "2B772B2204EAC6102AD6E
A7723",1543
42 DATA "77232206EA01E00221005
81120",1833
44 DATA "58ED0BF5CDD08EAF1FE602
0DE21",2303
46 DATA "0F582204EA2322D6EAC3E
DEA0F",1653
```

```
48 DATA "5810582100000E0016017
EE516",642
50 DATA "03FE4110FE231520F40C2
0E5C9",1618
52 DATA "RETI BRATICO8
54 FOR n=USR "3" TO USR "6"+7
PRINT a: POKE n,a: NEXT n
56 DATA 50,24,36,66,34,28,52,
114,118,115,102,4,36,66,34,28,52,
150,157,105,56,60,60,104,78,606,
184,6,68,128,66,60,127,60,66,60,
68,6,68,127,60,66,60,73,34,28,
127,231,21,33,33,106,60,60,60,102,239,
60,127,60,106,60,60,60,127,24,24,
60 DATA 189,106,60,60,60,24,24,
126,24,36,165,165,90,36,126,189
```

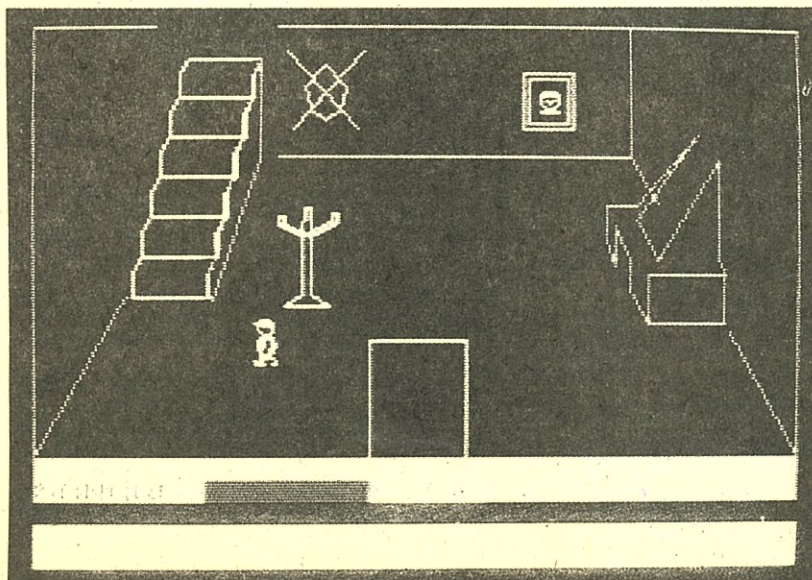
# DRÁCULA



```
0,129,195,102,60,24,102,0,137,0
219,219,219,219,219,60,24,24
60,60,24,60,255
62 DATA 60,24,24,153,255,153,2
4 224
100 CLS LET a$=" VILLALBA
SOFT PRESENTA
```

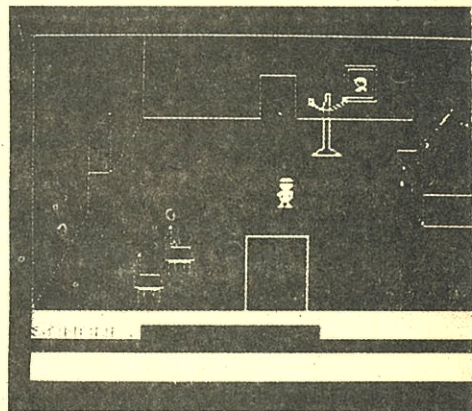
**acodr**

```
102 LET x=5: GO SUB 4000
105 PRINT AT 3,8: FLASH 1;" S
-- INSTRUCCIONES:" OTRA TECLA
JUGAR"
110 IF INKEY$="" THEN GO TO 110
120 IF INKEY$<>"S" THEN GO TO 4
00
130 CLS LET a$=" DRACO ES UN
VAMPIRO QUE VIVE EN UN TETRICO C
ASTILLO. TU MISION ES LA DE DEST
RUIR EL MALEFICIO DE LOS VAMPIR
OS QUE YA FUERON VICTIMAS DE
DRACO...
140 LET a$=a$+" PARA ELLO DEBER
AS ENCONTRAR LA CRUZ CON LA QUE
PODRAS LUCHAR. CARA A CARA CON
DRACO. PERO PARA LLEGAR A DRACO
DEBERAS COGER UNO A UNO LOS CI
NCO CANDELABROS Y DEJARLOS EN LA
3 HABITACIONES OSCURAS POR LAS
QUE NO SE PUEDE PASAR SIN ELLOS.
145 LET x=13: GO SUB 4000
150 LET a$=" EL CASTILLO TIENE
125 HABITACIONES Y CUATRO PIS
OS DE ALTURA. EN EL PRIMER PISO
ESTA LA CRUZ SAGRADA, ES UNA ZO
NA DE VAMPIROS Y TIENE 50 SALA
S. EL SEGUNDO ES LA ZONA DONDE SE
REPARTEN LOS...
160 LET a$=a$+" CANDELABROS Y TI
ENE COMO LOS DEMAS PISOS 25 3
ALAS. EL PISO 3 ES TAMBIEN DE VA
MPIROS. Y EL PISO 4 ES EL DE L
AS HABITACIONES OSCURAS Y DONDE
REPOSA DRACO EN SU ATAUD. SUERTE
VAMPIENTE...
165 LET x=12: GO SUB 4000
170 LET a$=" ...COMIENZAS TU A
VENTURA EN LA PUERTA DE ENTRADA
AL CASTILLO Y TU MISION ACABARA
CUANDO EL CONTADOR DE TUS LIT.
ROS DE SANGRE SE AGOTE A MEDIDA
QUE TE ALCANZAN LOS VAMPIROS.
180 LET a$=a$+" LAS TECLAS SON:
0- ARIABA
```



```
A- ABAJOO- IZQUIERDA
P- DERECHAM- SOLTAR CANDE
LABROS EN LAS HABITAC
IONES CON ESCA- LERAS HACIA ARR
IBA O CON VAMPI- ROS NO PODRAS SO
LTAR CANDELABROS"
185 LET x=13: GO SUB 4000
400 RANDOMIZE USR 60059: RANDOM
IZE LET r=INT (RAND*50)+76
402 LET d=5 LET b$=""
405 LET s=12: LET v=1: LET h=1:
LET c=0 LET b=150 LET x=16: L
ET y=18: LET z=123 PRINT AT 17,
8: FLASH 1: BRIGHT 1: ESPERA UN
MOMENTO"
410 RESTORE 460
450 DIM us(125,3): FOR n=1 TO 1
25: READ a$: LET us(n)=a$: NEXT
n
460 DATA "14","33","13","34","4
3","43","31","42","43","42","11",
"24","31","23","33","41","24",
"21","31","23","33","41","24",
"470 DATA "43","13","24","23","3
4","42","410","43","44","44","11
"23","22","21","33","13","31",
"11","33","42","11","24","24",
1 47331 REM PISO 3
475 DATA "430","13","24","24","1
0","3","24","42","33","410","43
"11","23","32","13","22","33",
"42","41" REM PISO 4
480 DATA "12","32","11","22","3
3","42","11","23","32","42","11"
"32","11","22","33","13","14",
"32","31" REM PISO 5
482 FOR n=1 TO 5
483 LET a=INT (RAND*24)+2 IF us
(a,3)<>" " THEN GO TO 483
484 LET us(a,3)="5" NEXT n
486 FOR n=1 TO 5
487 LET a=INT (RAND*25)+51 IF u
s(a,3)<>" " THEN GO TO 487
488 LET us(a,3)="3" NEXT n
489 FOR n=1 TO 5
490 LET a=INT (RAND*25)+26 IF u
s(a,3)<>" " THEN GO TO 490
491 LET us(a,3)="2" NEXT n
493 FOR n=1 TO 12
495 LET a=INT (RAND*50)+76 IF u
s(a,3)<>" " THEN GO TO 495
497 LET us(a,3)="2" NEXT n
499 RANDOMIZE USR 60000: RANDOM
IZE USR 60059
500 OVER 0: INK 7: us(z,3)="6"
AND (c=0) CLS FOR n=19 TO 21:
PRINT AT n,0: INK 6: us(n,3)=""
502 PRINT AT 8,0: INK 1: PAPER
6: "SANGRE" AT 20,29: INK 2: b$
(=0) THEN PRINT AT 20,29: INK 4:
PAPER 6: "M" AT 21,29: "L"
504 IF c=1 THEN PRINT AT 20,26:
INK 3: PAPER 6: "K" AT 21,26: "L"
510 INK 6: PLOT 0,24: DRAW 0,15
1: DRAW 255,0: DRAW 0,-151
511 IF us(z,3)="6" OR us(z,3)="
6: THEN GO TO 515
512 INK 6: PLOT 0,24: DRAW 56,1
04: DRAW 143,0: DRAW 56,-104: O
VER 0: PLOT 56,175: DRAW 0,-47: O
VER 0: DRAW 143,0: DRAW 0,47: OVER 1
515 IF VAL us(z,1)=4 THEN GO TO
535
520 IF VAL us(z,1)>2 THEN PLOT
28,76: DRAW 0,42: DRAW 11,13: O
```

```
RAU 0,-35: DRAW -11,-20: PRINT A
T 10,4: INK 1: OVER 0: " AT 11,
4: " PLOT 40,98: DRAW -11,0: P
EM 17017
530 IF VAL us(z,1)=2 THEN PLOT
227,76: DRAW 0,42: DRAW -11,13:
DRAW 0,-35: DRAW 11,-20: PRINT
AT 10,27: INK 1: OVER 0: " AT 1
1,27: " PLOT 215,98: DRAW 11,0
REM 65333333
535 IF VAL us(z,2)=4 THEN GO TO
551
540 IF VAL us(z,2)<=2 THEN PLOT
118,128: DRAW 19,0: DRAW 0,24
DRAW -19,0: DRAW 0,-24: PRINT AT
5,15: INK 7: " " PRINT AT 4,15
: INK 0: " " REM 653175
550 IF VAL us(z,2)>2 THEN INK
7: PLOT 111,24: DRAW 0,40: DRAW
33,0: DRAW 0,-40: PRINT AT 18,14
: INK 0: " " REM 653170
555 IF us(z,3)="5" OR us(z,3)="
6" THEN GO TO 700
560 OVER 0: IF VAL us(z)/3=INT
(VAL us(z)/3) THEN RANDOMIZE Z:
FOR n=1 TO VAL us(z,2): INK 6: P
LOT 43+RAND*120,32+RAND*90: DRAW 3
1,0: DRAW 3,7: DRAW -24,0: DRAW
-4,-7: DRAW 5,0: INK 4: DRAW 0,
-4: DRAW 0,4: DRAW 15,0: DRAW 0,
-4: DRAW 0,4: DRAW 3,0: DRAW 0,-7
NEXT n
```



```
565 IF VAL us(z,1)+VAL us(z,2)<
5 THEN GO TO 572
570 RANDOMIZE Z FOR n=1 TO VAL
us(z,1)-15 AND z/99: INK 6:
PLOT 43+RAND*143,32+RAND*90: DRA
U 15,0: DRAW -2,0: DRAW -10,0: O
VER 0: DRAW -3,-3: DRAW 0,-12
DRAW 2,0
571 INK 4: DRAW 0,-8: DRAW 0,7:
DRAW 3,0: DRAW 0,-4: DRAW 0,4: O
VER 0: DRAW 0,-4: DRAW 0,4: O
VER 0: DRAW 0,-7: NEXT n
580 IF z/2=INT (z/2) THEN INK (
7-VAL us(z,1)): FOR n=0 TO 1: PL
OT 153+2*n,138+2*n: DRAW 17+4*n,0
DRAW 0,20+4*n: DRAW -17+4*n,0
DRAW 0,-20+4*n: NEXT n: PRINT
AT 3,21: INK 7: BRIGHT 1: CHR$(1
44+4 AND VAL us(z,1)+20)
590 INK 8: IF us(z,2)=150 AND z
/100,1)=1: THEN PLOT 83+2+VAL us
(z,1) AND VAL us(z,1)(100),100+(V
AL us(z,1) AND VAL us(z,1)(100)): DRA
W 0,-20: DRAW -6,-4: DRAW 15,0:
DRAW -6,4: DRAW 0,30: DRAW -2,0:
DRAW -1,-10: DRAW -8,4: DRAW 0,
3: DRAW 2,0: DRAW 0,-3: DRAW 8,-
3: DRAW 6,4: DRAW 0,3: DRAW 2,0:
DRAW 0,-3: DRAW -8,4
626 IF VAL us(z,1)<=2 OR us(z,2
)=1 THEN GO TO 633
628 FOR n=8 TO 13: PRINT AT n,2
4: INK 6: " " NEXT n
630 PLOT 230,70: DRAW -25,0: DRA
W 12,12: DRAW 0,10: DRAW -5,12
DRAW 3,3: DRAW -3,3: DRAW 0,1
2: DRAW 10,0: DRAW 20,25:
632 DRAW -30,-30: DRAW 27,-14: O
VER 0: DRAW 0,-35: DRAW 0,-35: DRA
W 0,-18: DRAW 0,17: DRAW -2
5,0: DRAW 0,-17
640 IF VAL us(z,1)=1 AND VAL us
(z,2)>3 THEN FOR n=8 TO 12: PRIN
T AT n,3: " " NEXT n: INK 6: P
LOT 41,72: DRAW 6,12: DRAW 0,40:
DRAW -3,3: DRAW -3,-16: DRAW 0,
-44: DRAW -15,0: DRAW 0,45: DRAW
15,0: DRAW 3,5: DRAW 0,-30: DRA
W 0,30: DRAW 2,5: DRAW -3,8: DRA
W -15,0: DRAW -3,-16
700 IF us(z,3)<>"0" THEN GO TO
705
702 INK 7: FOR n=1 TO 11: PRINT
AT n,4: " " NEXT n: FOR n=
2 TO 6: PRINT AT n,4: INK 6: " "
AT n+5,3: " " NEXT n: PRINT AT 6
: INK 0: " "
754 PLOT 56,79: FOR n=1 TO 6: O
VER 0: DRAW 3,6: DRAW -24,0: O
VER -3,-6: DRAW -3,-6: DRAW 25,0:
DRAW 0,3: DRAW 2,-6: NEXT n: INK
6: DRAW 0,-36: DRAW 15,-49
755 IF z/100 THEN GO TO 759
756 IF us(z,2)+25,31="0" THEN INK
```

```

6: PLOT 43,24: DRAW 4,23: INK 7:
DRAW -36,0: DRAW 0,-8: DRAW 21,
0: DRAW OVER 0,-31,0: DRAW -4,-7:
DRAW 34,0: PRINT AT 18,1: INK
0:
758 IF VAL US(Z+25)/2=INT(VAL
US(Z+25)/2) THEN INK 15:VAL US(Z
+25) PLOT 101,145: DRAW 2,8: DR
AW -7,8: DRAW -7,-8: DRAW 2,-8
DRAW 5,-4: DRAW 5,4: PLOT 107,13
8: DRAW -24,28: PLOT 85,138: DR
AW 24,28
800 IF Z=1 AND D=0 THEN PLOT 60
,106: DRAW 0,-5: DRAW 5,-3: DRAW
25,3: DRAW 0,8: DRAW -25,3: DR
AW -5,-3: DRAW 0,-3: DRAW 5,-3: D
RAW 25,3: PRINT AT 8,8: OVER 1,"
+": AT 9,6:"L": AT 8,6:"L"
L": AT 7,6:"K": AT 8,6:"K"
802 IF Z=123 THEN PRINT AT 13,1
4:"UUUUU": FOR n=14 TO 18: PRINT
AT n,14:"L": NEXT n
804 IF US(Z,3)="3" OR US(Z,3)="
5" THEN PRINT AT 16,27: INK 5: B
RIGHT 1:"K": AT 17,27:"L"
810 IF Z=7 THEN FOR n=9 TO 12:
PRINT AT n,14:"": NEXT n: PRIN
T AT 10,15: INK 5: BRIGHT 1:"M"
: AT 11,15:"L": PRINT AT 0,0: FLA
SH 1:" ENCONTRASTE LA CRUZ, YA P
UEDES ENFRENTARTE CON DRACO. SUE
RTE."
812 IF Z=7 THEN FOR n=1 TO 12:
BEEP .05,n: NEXT n: PRASE 0: PRU
SE 0: LET r=0: RANDOMIZE USR 600
59: GO TO 500
900 OVER 1: INK 7: PRINT AT y,x
: INK 8: CHR$(b+1-(2 AND b+150))
: AT y-1,x: CHR$(b: IF US(Z,3)="2"
THEN PRINT AT v,h: INK 8:"U"
1005 IF INKEY$="P" AND ATTR (y,x
+1)<>6 THEN GO SUB 2000: LET x=x
+1: PRINT INK 8: AT y,x:"D": AT y-
1,x:"C": LET b=146: IF ATTR (y,x
)=1 THEN LET x=5: LET z=z+1: GO
TO 500
1010 IF INKEY$="O" AND ATTR (y,x
-1)<>6 THEN GO SUB 2000: LET x=x

```

```

-1: PRINT INK 8: AT y,x:"B": AT y-
1,x:"A": LET b=144: IF ATTR (y,x
)=1 THEN LET x=26: LET z=z-1: GO
TO 500
1020 IF INKEY$="A" AND ATTR (y-1
,x)<>6 THEN GO SUB 2000: LET y=y
-1: PRINT AT y,x: INK 8:"F": AT y
-1,x:"E": LET b=148: IF ATTR (y-
1,x)=0 THEN LET y=17: LET x=x+4
-x AND x<9): LET z=z-5-(20 AND x
<9): GO TO 500
1030 IF INKEY$="A" AND ATTR (y+1
,x)<>6 THEN GO SUB 2000: LET y=y
+1: PRINT AT y,x: INK 8:"F": AT y
-1,x:"E": LET b=148: IF ATTR (y
,x)=0 THEN LET y=6-(4 AND x<8) L
ET x=x+17-x AND x<8): LET z=z+5+
(20 AND x<8): GO TO 500
1040 IF INKEY$="M" THEN IF C=1 T
HEN IF US(Z,3)="": OR US(Z,3)="6
" THEN LET C=0: PRINT AT 20,26:
INK 6: OVER 0:"": AT 21,26:"A
T 16,27": INK 5: BRIGHT 1:"K": AT
17,27:"L": RANDOMIZE USR 60120:
LET US(Z)=US(Z)+(TO 2)+(3" AND
US(Z,3)="")*(5" AND US(Z,3)="6
") LET d=d-(US(Z,3)="5")
1090 REM SUJES 600
1100 IF US(Z,3)="2" THEN PRINT I
NK 8: AT v,h:"U": LET v=v+1-(2 AN
D v<20 AND b+1)<6 AND v>20):
LET h=h+1-(2 AND x>8): PRINT AT
v,h: INK 8:"U": IF x=h AND y=v
THEN GO TO 3000
1120 IF C=0 THEN IF x*y=442 THEN
IF US(Z,3)="3" OR US(Z,3)="5" T
HEN LET C=1: RANDOMIZE USR 60120
: PRINT AT 16,27: OVER 0:"": AT
17,27:"L": AT 20,26: INK 3: PAPER
6:"K": AT 21,26:"L": LET US(Z)=U
$(Z)+(TO 2)+(6" AND US(Z,3)="5"
): LET d=d+(US(Z,3)="6")
1130 IF C=0 THEN IF C=0 THEN IF
x*y=81 THEN GO TO 5000
1990 GO TO 1000
2000 PRINT AT y,x: INK 8: CHR$(b
+1-(2 AND b+150)): AT y-1,x: CHR$(
b: RETURN
3000 RANDOMIZE USR 60120: RANDOM

```

```

IZE USR 60000: LET v=1: LET h=1:
LET s=s-1: GO TO 500+(3000 AND
s=0)
3500 PRINT AT 0,0: FLASH 1:" TER
MINASTE TU MISION Y SERAS UN VAM
PIRO HAS EN EL MUNDO DE LAS TIN
IEBLAS.
3510 IF CODE INKEY$<>13 THEN GO
TO 3510
3520 GO TO 100
4000 PRINT AT 18,0:"
4002 FOR m=1 TO x: PRINT AT 19,0
: INK 0: a$(TO 32): LET a$a$(33
TO ) : PRINT AT 20,0: PAPER 5:
FOR n=0 TO 31: PRINT AT 19,n: 0
OVER 1: INK 7:"": PAPER 5:"": B
EEP .005,n: NEXT n: RANDOMIZE US
R 3582: NEXT m
4005 PRINT AT 19,0:"
RANDOMIZE
USR 3582: FOR n=1 TO 17-x: PRIN
T AT 19,0: PAPER 0:" PAPER 5:
RANDOMIZE USR 3582: NEXT n
4010 IF INKEY$="": THEN GO TO 401
0
4020 RANDOMIZE USR 60000: RETURN
5000 PRINT AT 12,11: OVER 1:"M":
AT 13,11:"L": BEEP 1,7
5050 OVER 0:"": AT n,9:"I": AT n+1
,9:"M": RANDOMIZE USR 60120: NEX
T n
5060 FOR n=1 TO 15: RANDOMIZE US
R 60120: RANDOMIZE : PRINT AT 17
,9: OVER 1: CHR$(32+RND*99): AT 1
8,9: CHR$(32+RND*99): NEXT n
5070 RANDOMIZE USR 60000: PRINT
AT 2,0: FLASH 1: POR FIN, CONSE
GUISTE ACABAR CON LA MALDICION D
EL CASTILLO DE "D R A C O.
": PRINT "P U L S A E N T
E R."
5080 IF INKEY$="": THEN GO TO 508
0
5090 GO TO 100

```

# TEMPO DE ACÇÃO

Por Robert Burgess, para o Spectrum, este jogo de acção é apresentado em cinco écrans diferentes desenhados com pequenos quadrados. O objectivo em cada nível é «pintar» todos os quadrados (15 ao baixo x 9 ao alto) de verde. Para o impedir existe uma pequena gota hostil e ainda

umas bombas que deverá apanhar antes da sua explosão, pois elas representam perda de pontuação. O controlo para a esquerda e direita são: O-P. Para cima e para baixo são: Q-A. Nota: Antes de jogar desligue a impressora ou qualquer interface que esteja ligado.

```

1 REM ROBERT BURGESS 19
86
2 REM DEDICATED TO MY IMMORTA
L HEROES, PLUS MUM, DAD, PC, PL, SS, D
ANIEL BYE, MIKE COLE OF ATLANTI
S SOFTWARE AND THE REST.
3 REM TUNES BY RIG
5 CLEAR 59999
10 POKE 23609,50: POKE 23658,8
: DIM W$(704): DIM C(4,2): LET S
K=-35
20 BORDER 6: PAPER 6: INK 1: C
LS
23 REM LARGE LETTERING NOTE-P
RINTES MUST BE TURNED OFF OR DI
SCONNECTED BEFORE LOADING
24 FOR F=72 TO 79: POKE 236B1,
F: LPRINT "- TIME FOR A C
TION -": NEXT F
26 PRINT AT 3,10: PAPER 7: INK
2:"PLEASE WAIT": AT 20,5: PAPER
7: INK 2: ROBERT BURGESS 1986"
27 GO SUB 900
28 BEEP .1,10: CLS: GO SUB 61
5
29 LET L=1: LET S=0
32 PRINT AT 6,3: INK 0:"ROBERT
J. BURGESS PRESENTS": AT 20,13:
PAPER 4: INK 0: 1986": AT 12,4:
PAPER 6: INK 1:"PRESS L - LOAD
HI-SCORES": AT 13,5:"S - REDEFINE
CHARS SET": AT 14,5:"Q - CHANGE
SKILL LEVEL": AT 15,12:"P - PLAY"

```

```

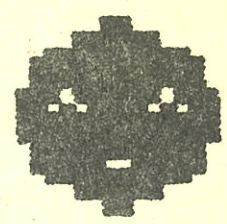
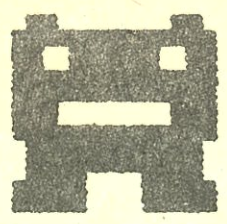
35 PRINT AT 9,5: PAPER 7: INK
0:" - TIME FOR ACTION - "
37 FOR F=5 TO 35 STEP .5: BEEP
.005,F: BEEP .005,F+2: NEXT F
39 REM LINE 40-POKES STOP PROG
RAM NAME APPEARING WHEN LOADING H
I-SCORES

```

```

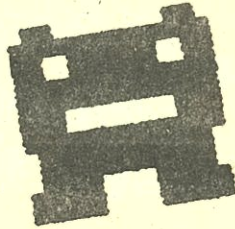
40 IF INKEY$="L" THEN LET ZX=
PEEK 23739: LET ZA=PEEK 23740: P
OKE 23739,82: POKE 23740,0: LOAD
" DATA H(:): LOAD "" DATA H(:)
: POKE 23739,ZX: POKE 23740,ZA: P
AUSE 5: BEEP .1,3
42 IF INKEY$="S" THEN GO TO 7
00
44 IF INKEY$="P" THEN GO TO 6
0
46 IF INKEY$="Q" THEN GO SUB
55
50 GO TO 40
55 PRINT AT 17,5:"PRESS ANY KE
Y BETWEEN 0": AT 18,5:"(HARDER) A
ND 9 (EASIER)": BEEP .2,7
56 IF INKEY$="": THEN GO TO 56
57 LET A$=INKEY$: IF CODE A$>5

```



# TEMPO DE ACÇÃO

```
7 OR CODE A<48 THEN GO TO 56
58 LET SK=0+(VAL A*.07): BEEP
.1,8: PRINT AT 17,3;"
";AT 18,3;"
"
```



```
59 GO TO 40
60 BEEP .25,0: BEEP .25,2: BEE
P .5,4: BEEP .5,4: BEEP .5,0
100 PRINT AT 0,0: PAPER 2; INK
7;"SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
SSSS";AT 19,0;"SSSSSSSSSSSSSSSSSSSSSSSS
SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS": FOR
F=1 TO 20: PRINT AT F,0: PAPER 2
; INK 7;"S";AT F,31;"S": NEXT F
105 FOR G=1 TO 17 STEP 2: PRINT
PAPER 6; INK 0;AT G,1;"IJIJIJI
JIJIJIJIJIJIJIJIJIJIJIJIJIJIJI": PRINT
AT G+1,1; PAPER 6; INK 0;"KCLKL
KCLKLCLKLCLKLCLKLCLKLCLKLCLKL";: NEX
T G
```

```
107 LET X=9: LET Y=15: LET G=48
109 PAPER 2; INK 0
110 IF L>5 THEN GO SUB 490+((L
-5)*20)
111 GO SUB 490+L*20
125 LET Q=1
128 LET J=1: LET K=R
130 FOR F=1 TO 4: PRINT AT C(F,
1),C(F,2); PAPER 1; INK 7;"QR";A
T C(F,1)+1,C(F,2);"QR": NEXT F
134 REM SCROLLING MESSAGE
135 IF L=1 THEN DIM A$(114): L
ET A$(30 TO )=" ... TIME FOR ACT
ION ... SCORE:0000 LEVEL:
1": FOR F=1 TO 55: PRINT AT
20,1; PAPER 7; INK 1;A$(F TO F+
29): BEEP .03,F/2: NEXT F
137 PRINT AT 20,25; PAPER 7; IN
K 1;L
```

```
140 PRINT AT X,Y; INK 1; PAPER
6;"AB";AT X+1,Y;"CD";AT A,B; INK
0; PAPER 6; BRIGHT 1;"EF";AT A+
1,B;"GH"
200 LET LX=X: LET LY=Y
201 IF INKEY#="P" THEN LET LY=
LY+2: GO TO 290
205 IF INKEY#="O" THEN LET LY=
LY-2: GO TO 290
210 IF INKEY#="Q" THEN LET LX=
LX-2: GO TO 290
215 IF INKEY#="A" THEN LET LX=
LX+2: GO TO 290
219 LET V=ATTR (X,Y)
220 PRINT AT X,Y; PAPER 6; INK
1;"AB";AT X+1,Y;"CD"
224 IF V=48 THEN BEEP .015,8:
LET Z=Z-1: LET S=S+5
```

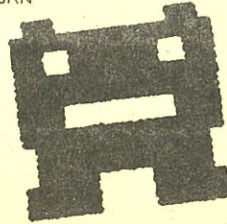
```
225 PRINT AT 20,15-(S>9)-(S>99)
-(S>999); INK 1; PAPER 7;S
226 IF V=32 THEN BEEP .01,0
227 IF Z=0 THEN GO TO 300
230 IF V=112 THEN LET D$="CAUGH
HT BY THE ALIEN": GO TO 600
234 IF V=15 AND (C(J,1)<>X OR C
(J,2)<>Y) THEN LET D$="DIFFUSED
THE WRONG BOMB": GO TO 600
235 IF V=15 AND C(J,1)=X AND C(
J,2)=Y THEN LET S=S+50: RANDOMI
ZE USR 61000: GO SUB 480
250 LET LA=A: LET LB=B
251 IF X>A THEN LET LA=LA+2: G
O SUB 280
252 IF X<A THEN LET LA=LA-2: G
O SUB 280
254 IF Y>B THEN LET LB=LB+2: G
O SUB 280
256 IF Y<B THEN LET LB=LB-2: G
O SUB 280
257 GO TO 260
259 LET G=ATTR (A,B)
260 PRINT AT A,B; INK 0; PAPER
6; BRIGHT 1;"EF";AT A+1,B;"GH"
265 IF G=49 THEN LET D$="CAUGH
T BY THE ALIEN": GO TO 600
```

```
270 LET K=K-1: IF K>9 THEN PRI
NT AT C(J,1)+1,C(J,2); PAPER 1;
INK 7;K
271 IF K<10 THEN PRINT AT C(J,
1)+1,C(J,2); PAPER 1; INK 7;"0";
K
```

```
272 IF K=0 THEN LET D$="OUT OF
TIME": GO TO 600
279 GO TO 200
280 IF (ATTR (LA,LB)=32 OR ATTR
(LA,LB)=48 OR ATTR (LA,LB)=49)
AND RND>SK THEN GO SUB 495: LET
A=LA: LET B=LB: GO TO 259
281 LET LA=A: LET LB=B: RETURN
290 IF (ATTR (LX,LY)=48 OR ATTR
(LX,LY)=112 OR ATTR (LX,LY)=15
OR ATTR (LX,LY)=32) THEN PRINT
AT X,Y; PAPER 4; INK 0;"IJ";AT X
+1,Y;"KL": LET X=LX: LET Y=LY
292 GO TO 216
300 PRINT AT 9,12; PAPER 7; INK
0;" ";AT 10,12;" LEVEL
";L+1;" ";AT 11,12;" "
```

```
305 LET L=L+1
310 BEEP .75,0: BEEP .25,2: BEE
P .5,4: BEEP .5,2: BEEP .5,5: BE
EP .5,4: BEEP .25,2: BEEP .25,-1
: BEEP .5,0
315 GO TO 100
481 LET K=R: LET Q=Q+1: LET J=Q
482 IF Q=4 THEN PRINT AT C(J,1
),C(J,2); PAPER 3; INK 0;"QR"
495 IF G=32 THEN PRINT AT A,B;
PAPER 4; INK 0;"IJ";AT A+1,B;"K
L": RETURN
496 IF G=48 THEN PRINT AT A,B;
PAPER 6; INK 0;"IJ";AT A+1,B;"K
L": RETURN
497 STOP
500 REM 510-599 DATA FOR SCREEN
S
```

```
510 RESTORE 515: FOR F=1 TO 22:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
511 LET C(1,1)=13: LET C(1,2)=3
: LET C(2,1)=5: LET C(2,2)=27: L
ET C(3,1)=5: LET C(3,2)=3: LET C
(4,1)=13: LET C(4,2)=27
513 LET R=60: LET A=1: LET B=5:
LET Z=108
517 DATA 1,15,3,3,3,9,3,21,3,27
,5,5,5,25,7,7,7,15,7,23,9,9,9,21
,11,7,11,15,11,23,13,5,13,25,15,
3,15,9,15,21,15,27,17,15
519 RETURN
```



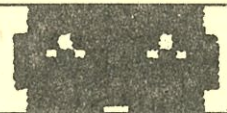
```
530 RESTORE 535: FOR F=1 TO 28:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
531 LET C(1,1)=1: LET C(1,2)=29
: LET C(2,1)=17: LET C(2,2)=29:
LET C(3,1)=17: LET C(3,2)=1: LET
C(4,1)=1: LET C(4,2)=1
533 LET R=60: LET A=17: LET B=5
: LET Z=102
```

```
537 DATA 1,3,1,27,3,5,3,25,5,7,
5,15,5,23,7,9,7,13,7,15,7,17,7,2
1,9,1,9,3,9,27,9,29,11,9,11,13,1
1,15,11,17,11,21,13,7,13,15,13,2
3,15,5,15,25,17,3,17,27
```

```
539 RETURN
550 RESTORE 555: FOR F=1 TO 26:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
551 LET C(1,1)=1: LET C(1,2)=1:
LET C(2,1)=17: LET C(2,2)=1: LE
T C(3,1)=17: LET C(3,2)=29: LET
C(4,1)=1: LET C(4,2)=29
553 LET R=50: LET A=17: LET B=1
5: LET Z=105
```

```
557 DATA 1,7,1,13,1,17,1,23,3,1
1,3,19,5,9,5,21,7,7,7,13,7,17,7,
23,9,1,9,29,11,7,11,13,11,17,11,
23,13,9,13,21,15,11,15,19,17,7,1
7,13,17,17,17,23
```

```
559 RETURN
570 RESTORE 575: FOR F=1 TO 30:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
571 LET C(1,1)=7: LET C(1,2)=1:
LET C(2,1)=11: LET C(2,2)=29: L
ET C(3,1)=11: LET C(3,2)=1: LET
```



```
C(4,1)=7: LET C(4,2)=29
573 LET R=60: LET A=1: LET B=29
: LET Z=100
```

```
577 DATA 1,3,1,15,1,27,3,5,3,15
,3,25,5,1,5,7,5,13,5,15,5,17,5,2
3,5,29,7,3,7,27,11,3,11,27,13,1,
13,7,13,13,13,15,13,17,13,23,13,
29,15,5,15,15,15,25,17,3,17,15,1
7,27
```

```
579 RETURN
590 RESTORE 595: FOR F=1 TO 38:
READ A1,A2: PRINT AT A1,A2;"MN"
;AT A1+1,A2;"OP": NEXT F
591 LET C(1,1)=9: LET C(1,2)=5:
LET C(2,1)=13: LET C(2,2)=25: L
ET C(3,1)=9: LET C(3,2)=25: LET
C(4,1)=5: LET C(4,2)=5
593 LET R=45: LET A=1: LET B=1:
LET Z=92
```

```
597 DATA 3,3,3,5,3,7,3,9,3,11,3
,13,3,17,3,19,3,21,3,23,3,25,3,2
7,5,3,5,27,7,5,7,13,7,17,7,25,9,
7,9,23,11,5,11,13,11,17,11,25,13
,3,13,27,15,3,15,5,15,7,15,9,15,
11,15,13,15,17,15,19,15,21,15,23
,15,25,15,27
```

```
599 RETURN
600 REM 601: MACHINE CODE SOUND
601 RANDOMIZE USR 61500
609 REM 610: ROUTINE TO CHANGE
SCREEN COLOUR WHILST KEEPING PR
INTING INTACT
610 PAPER 6: INK 1: FOR F=4 TO
6: PRINT OVER 1;AT 0,0: PAPER F
;W$: PAUSE 5: BEEP .02,F: NEXT F
: BORDER 6: FOR F=1 TO 6: PRINT
OVER 1;AT 0,0: INK F;W$: PAUSE
5: BEEP .02,F+6: NEXT F: CLS
611 GO SUB 615: GO TO 619
615 PRINT AT 0,0: INK 7: PAPER
```

```
2;"SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
SSS";AT 21,0;"SSSSSSSSSSSSSSSSSSSSSS
SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
FOR F=1 TO 20:
PRINT AT F,0; INK 7; PAPER 2;"S"
;AT F,31;"S": NEXT F
617 PRINT AT 1,1; PAPER 4; INK
0;"IJIIJIJIIJIJIIJIJIIJIJIIJIJIIJIJ
J";AT 2,1;"KLKLKLKLKLKLKLKLKLKLKLKL
LKLKLKLKLKLKLKLKLKLKLKLKLKLKLKLKLKL
LKLKLKLKLKLKLKLKLKLKLKLKLKLKLKLKLKL
LKLKLKLKLKLKLKLKLKLKLKLKLKLKLKLKLKL": FOR
```

```
F=3 TO 17 STEP 2: PRINT AT F,1;
PAPER 4; INK 0;"IJ";AT F,29;"IJ"
";AT F+1,1;"KL";AT F+1,29;"KL":
NEXT F
618 RETURN
620 PRINT AT 5,11;"GAME OVER";A
T 8,(32-LEN D$)/2;D$;AT 11,11;"S
CORE:";S
```

```
621 BEEP .2,0: BEEP .2,2: BEEP
.2,4: BEEP .2,5: BEEP .2,7: BEEP
.2,4: BEEP .45,0: BEEP .2,2: BE
EP .2,4: BEEP .45,2: BEEP .2,4:
BEEP .2,2: BEEP .325,0
```

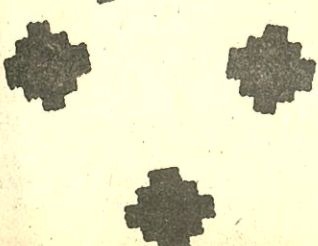
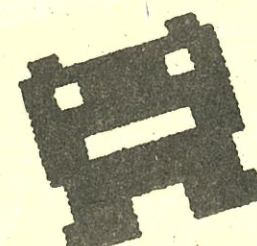
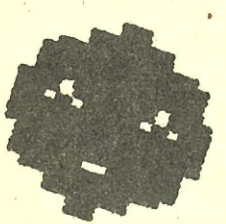
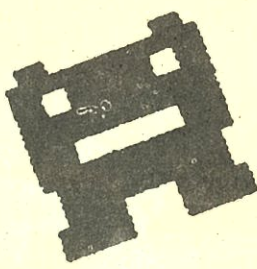
```
625 IF S<=H(11) THEN PAUSE 50:
GO TO 656
630 PRINT AT 13,11;"HIGH SCORE"
;AT 16,9;"ENTER YOUR NAME"
635 DIM N$(10): INPUT ">"; LINE
N$
644 REM JUGGLE 11 NAME HI-SCORE
TABLE
```

```
645 FOR F=2 TO 11: IF S>H(F) AND
S<H(1) THEN FOR G=11 TO F STEP
F-1: LET H$(G)=H$(G-1): LET H(G
)=H(G-1): NEXT G: LET H$(F)=N$:
LET H(F)=S: GO TO 656
650 NEXT F
```

```
655 FOR G=11 TO 2 STEP -1: LET
H$(G)=H$(G-1): LET H(G)=H(G-1):
NEXT G: LET H$(1)=N$: LET H(1)=S
656 GO SUB 657: GO TO 658
657 FOR F=3 TO 18: PRINT AT F,3
;" "": N
EXT F: RETURN
660 PRINT AT 4,8; PAPER 7; INK
0;"IMMORTAL HEROES": FOR F=6 TO
16: PRINT AT F,8;H$(F-5);" ";H(F
-5): NEXT F
670 PRINT AT 18,5;"PRESS S TO S
AVE TABLE"
675 IF INKEY$="" THEN GO TO 67
5
```

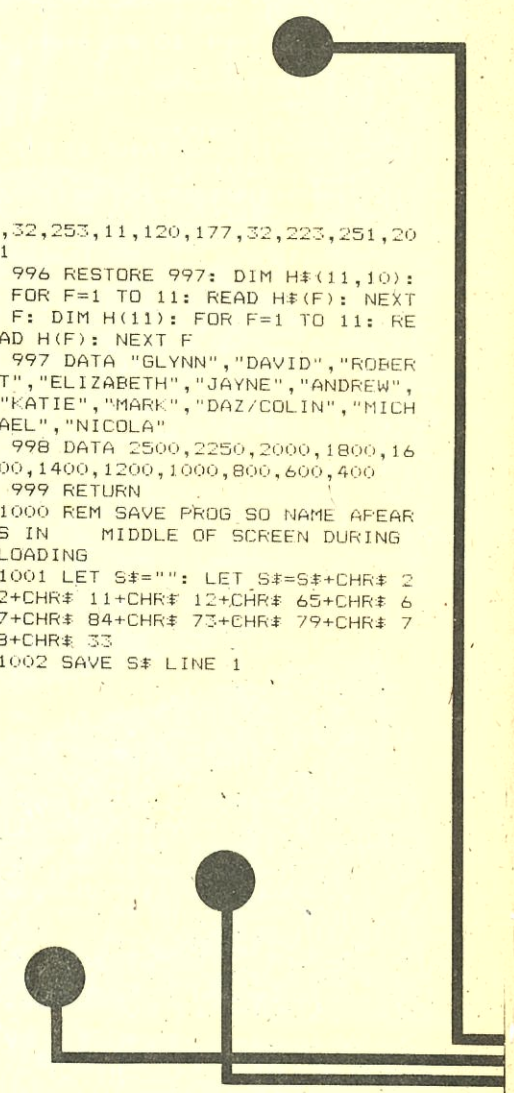
```
676 REM SAVE HI-SCORE TABLE
677 IF INKEY$="S" THEN SAVE "H
ISCORE" DATA H$(): SAVE "HISCORE
" DATA H()
680 GO SUB 657: GO TO 29
700 PRINT AT 21,0; INK 0; PAPER
7;" PLEASE WAIT 180 SECONDS
"
```

```
701 REM REDEFINE CHARS. SET IN
3 LINES OF BASIC !
705 LET M=60000: FOR N=32 TO 12
7: PRINT AT 21,0; PAPER 7; INK 7
```

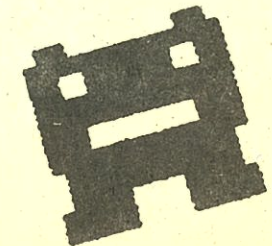


```
970 DATA 168,170,254,254,0,3,23
1,163
975 DATA 0,0,254,254,86,14,6,14
980 DATA 7,171,255,255,0,124,12
4,84
981 DATA 0,117,37,37,37,37,0,0
983 DATA 0,210,20,24,20,210,0,0
985 DATA 0,24,60,126,126,60,24,
0
987 RESTORE 987: FOR F=0 TO 20:
READ A: POKE 61000+F,A: NEXT F
988 DATA 33,10,0,17,3,0,6,200,2
29,213,197,205,181,3,193,209,225
,35,16,244,201
990 RESTORE 990: FOR F=0 TO 47:
READ A: POKE 61500+F,A: NEXT F
992 DATA 243,58,72,92,15,15,15,
8,38,0,1,0,12,8,211,254,238,16,8
,46,0,85,92,167,237,82,237,82,17
,254,0,25,125,148,56,1,61,103,61
```

```
,32,253,11,120,177,32,223,251,20
1
996 RESTORE 997: DIM H$(11,10):
FOR F=1 TO 11: READ H$(F): NEXT
F: DIM H(11): FOR F=1 TO 11: RE
AD H(F): NEXT F
997 DATA "GLYNN","DAVID","ROBER
T","ELIZABETH","JAYNE","ANDREW",
"KATIE","MARK","DAZ/COLIN","MICH
AEL","NICOLA"
998 DATA 2500,2250,2000,1800,16
00,1400,1200,1000,800,600,400
999 RETURN
1000 REM SAVE PROG SO NAME APPEAR
S IN MIDDLE OF SCREEN DURING
LOADING
1001 LET S$="": LET S#=S#+CHR# 2
2+CHR# 11+CHR# 12+CHR# 65+CHR# 6
7+CHR# 84+CHR# 73+CHR# 79+CHR# 7
8+CHR# 33
1002 SAVE S# LINE 1
```

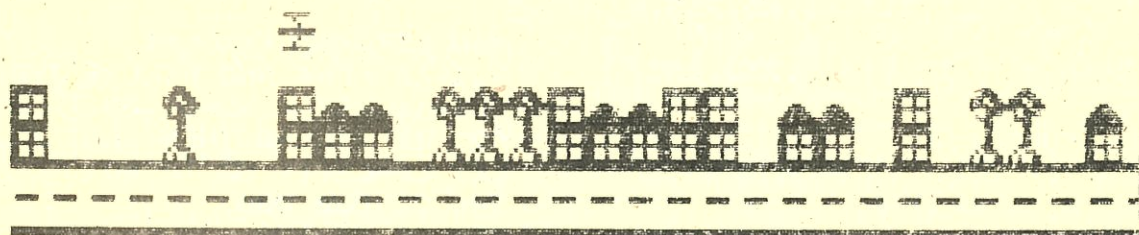


```
238,214
930 DATA 127,127,63,62,31,7,1,0
940 DATA 254,254,252,124,248,22
4,128,0
945 DATA 127,128,191,160,160,16
0,160,160
950 DATA 254,1,1,1,1,5,5,21
955 DATA 128,128,128,129,128,13
1,128,127
960 DATA 21,21,21,245,5,253,1,2
54
965 DATA 126,113,97,113,96,112,
99,122
```



# A DEFESA DA CIDADE

Escrito por Eugene Morris, para o ZX Spectrum. Conseguirão defender a cidade das invasões bárbara neste jogo rapidíssimo? Muitos efeitos sonoros.



```
1 GO SUB 300
2 GO SUB 2000
50 POKE 23658,8
51 LET KILL=0
60 GO SUB 600
70 LET X=10: LET Y=16: LET Y2=
136: LET X2=92
71 LET LE=1
90 IF LE=1 THEN LET E$="K"
91 IF LE=2 THEN LET E$="L"
92 IF LE=3 THEN LET E$="I"
93 IF LE=4 THEN LET E$="O"
120 GO SUB 800
130 PRINT AT X,Y; INK 7; BRIGHT
1; "E"
140 PRINT AT A,B; INK INT (RND*
6+1);E$
141 LET X1=X: LET Y1=Y
150 IF INKEY$="Q" AND X>3 THEN
LET X=X-1: LET X2=X2+8
160 IF INKEY$="A" AND X<15 THEN
LET X=X+1: LET X2=X2-8
170 IF INKEY$="O" AND Y>15 THEN
LET Y=Y-1: LET Y2=Y2-8
180 IF INKEY$="P" AND Y<30 THEN
LET Y=Y+1: LET Y2=Y2+8
190 IF X=X1 AND Y=Y1 THEN GO T
O 201
200 PRINT AT X1,Y1;" "
201 IF INKEY$<>"M" THEN GO TO
230
210 PLOT Y2,X2: DRAW (255-Y2),0
: OVER 1: BEEP .001,26: PLOT Y2,
X2: DRAW (255-Y2
),0
```

```
211 OVER 0
220 IF X=A AND Y<B THEN GO TO
900
230 LET MO=INT (RND*3)
240 IF MO=1 OR MO=2 THEN LET B
=B-2: PRINT AT A,B+2;" "
250 IF MO=0 THEN LET A=A+1: PR
INT AT A-1,B;" "
260 IF B<2 THEN LET B=31
261 IF A=16 THEN LET HIT=HIT+1
: PRINT AT 0,20;HIT;AT 17,B;"HH
";AT 18,B;"HH": R
ANDOMIZE USR 50000: RANDOMIZE US
R 50000: BORDER 0: PRINT AT 17,B
; INK 3; BRIGHT
1;" ";AT 18,B;" ": GO SUB 800
262 IF HIT=5 THEN LET HIT=0: L
ET LV=LV-1: PRINT AT 0,20;HIT;AT
0,31;LV
263 IF LV=0 THEN GO TO 1000
264 RANDOMIZE USR 63000
265 RANDOMIZE USR 63100
266 GO TO 130
300 RESTORE 400
301 FOR q=1 TO 12
310 READ a$: FOR p=0 TO 7: READ
a: POKE USR a$+p,a: NEXT p
320 NEXT q
400 DATA "A",255,255,201,201,2
55,201,201,255
410 DATA "B",0,0,0,24,60,126,2
55,255
420 DATA "C",56,124,238,247,22
3,94,120,24
430 DATA "D",24,24,24,24,56,92
```

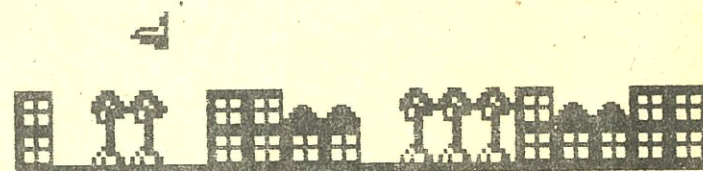
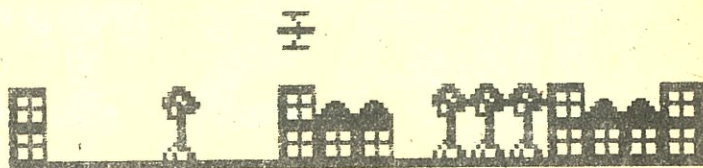
```
,166,166
440 DATA "E",255,255,0,0,0,0,0
,124
450 DATA "F",124,0,0,0,0,0,255
,255
460 DATA "G",240,216,110,55,11
0,216,240,0
470 DATA "H",36,8,82,32,132,18
,40,4
480 DATA "I",8,40,24,92,62,106
,84,56
490 DATA "J",60,102,255,153,25
5,102,60,0
500 DATA "K",1,3,3,61,65,255,6
3,7
510 DATA "L",126,16,8,255,255,
8,16,126
511 RESTORE 519
512 FOR P=50000 TO 50016: READ
A: POKE P,A: NEXT P
519 DATA 33,0,10,43,126,211,254
,6,7,5,32,-3,175,132,200,24,-14
520 RESTORE 540
530 FOR P=63000 TO 63025: READ
A: POKE P,A: NEXT P
540 DATA 33,32,80,14,8,86,6,31,
35,126,43,119,35,16,-7,114,6,31,
43,16,-3,36,13,3
2,-20,201
541 RESTORE 550
544 FOR P=63100 TO 63125: READ
A: POKE P,A: NEXT P
550 DATA 33,64,80,14,8,86,6,31,
35,126,43,119,35,16,-7,114,6,31,
43,16,-3,36,13,3
2,-20,201
560 LET HI=0
590 RETURN
600 PAPER 0: INK 7: BORDER 0: C
LS
610 LET SC=0: LET HIT=0: LET LV
=3
620 PRINT AT 0,0;"SCORE ";SC;AT
0,15;"HITS ";HIT;AT 0,30;"G";L
V
630 PLOT 0,160: DRAW 255,0
640 PLOT 0,164: DRAW 255,0
650 PRINT AT 21,1; PAPER 7; INK
2; BRIGHT 1;"CITY DEFENCE: BY E
UGENE MORRIS"
660 PRINT AT 20,0; INK 4;"FFFF
FFFFFFFFFFFFFFFFFFFFFFFF
FFFF"
670 PRINT AT 19,0; INK 4;"EEEE
EEEEEEEEEEEEEEEEEEEEEEEE
EEEE"
680 PRINT AT 18,0; INK 3; BRIGH
T 1;"AAAAA AA A DD A D AA O
```

```
D AAAA DDD"
690 PRINT AT 17,0; INK 3; BRIGH
T 1;"AAAAA BB A DD B D AA O
O ABBB CCC"
700 RETURN
800 RANDOMIZE
810 LET A=INT (RND*12+3)
820 LET B=31
830 RETURN
900 PRINT AT A,B;"H": RANDOMIZ
E USR 50000: PRINT AT A,B;" ": B
ORDER 0
901 LET SC=SC+5: PRINT AT 0,6;S
C
910 LET KILL=KILL+1
911 IF LE=4 AND KILL=8 THEN LE
T LE=1: LET KILL=0: GO TO 80
920 IF KILL=8 THEN LET KILL=0:
LET LE=LE+1: GO TO 80
940 GO SUB 800
950 GO TO 230
1000 FOR P=1 TO 10: PRINT AT X,Y
;"H": RANDOMIZE USR 50000: PRIN
T AT X,Y;" ": BOR
DER 0: NEXT P
1001 IF SC>HI THEN LET HI=SC
1010 PRINT AT 5,2; FLASH 1;"
"
1020 PRINT AT 6,2; FLASH 1;"
"
1030 PRINT AT 7,2; FLASH 1;"
"
1031 PRINT AT 10,7;"HIGH SCORE="
;HI
1040 PRINT AT 12,5;"P R E S S A
N Y K E Y"
1050 IF INKEY$="" THEN GO TO 10
50
2000 PAPER 0: INK 7: BORDER 0: C
LS
2010 PRINT AT 4,0; INK 4;"P R E
S E N T I N G . . ."
2020 PRINT AT 7,6; BRIGHT 1;"C I
T Y D E F E N C E"
2030 PRINT AT 10,16; INK 3;"BY E
UGENE MORRIS"
2040 PRINT AT 17,10; FLASH 1;"PR
ESS ANY KEY"
2050 IF INKEY$="" THEN GO TO 20
50
2060 CLS
2070 PRINT AT 1,10; BRIGHT 1;"CI
TY DEFENCE"
2080 PRINT AT 3,0;"Q,...UP
A....DOWN"
2090 PRINT AT 5,4;"O....LEFT
```



P....RIGHT"  
 2100 PRINT AT 7,12;"M....FIRE"  
 2110 PRINT AT 12,0;"YOUR CITY IS  
 UNDER ATTACK FROM": PRINT "A GR  
 OUP OF EVIL ALIE  
 NS.": PRINT "THEY WILL SEND SUIC  
 IDE SHIPS AT": PRINT "YOUR CITY  
 WITH THE AIM OF  
 DEST-": PRINT "ROYING IT."  
 2111 PRINT "YOU AND YOUR INVINCI  
 BLE CRAFT": PRINT "MUST SHOOT TH  
 E ALIENS BEFORE"  
 : PRINT "THEY HIT YOUR CITY. YOU  
 R CITY": PRINT "CAN ONLY SURVIVE  
 15 HITS!": PRIN  
 T "GOOD LUCK. PRESS A KEY."  
 2120 IF INKEY\$="" THEN GO TO 21  
 20  
 2130 CLS  
 2140 PRINT AT 1,10; BRIGHT 1;"CI  
 TY DEFENCE"  
 2150 PRINT AT 4,13;"ALIENS"  
 2160 PRINT AT 6,6;"G.....Y  
 OUR CRAFT"  
 2170 PRINT AT 8,6;"I.....  
 ...H BOMB"  
 2180 PRINT AT 10,6;"J.....  
 ....SAUCER"  
 2190 PRINT AT 12,6;"L.....  
 ARGON SHIP"  
 2200 PRINT AT 14,6;"K.....  
 .....ZAPPO"  
 2210 PRINT AT 17,10;"PRESS A KEY  
 "

2220 IF INKEY\$="" THEN GO TO 22  
 20  
 2230 GO TO 50



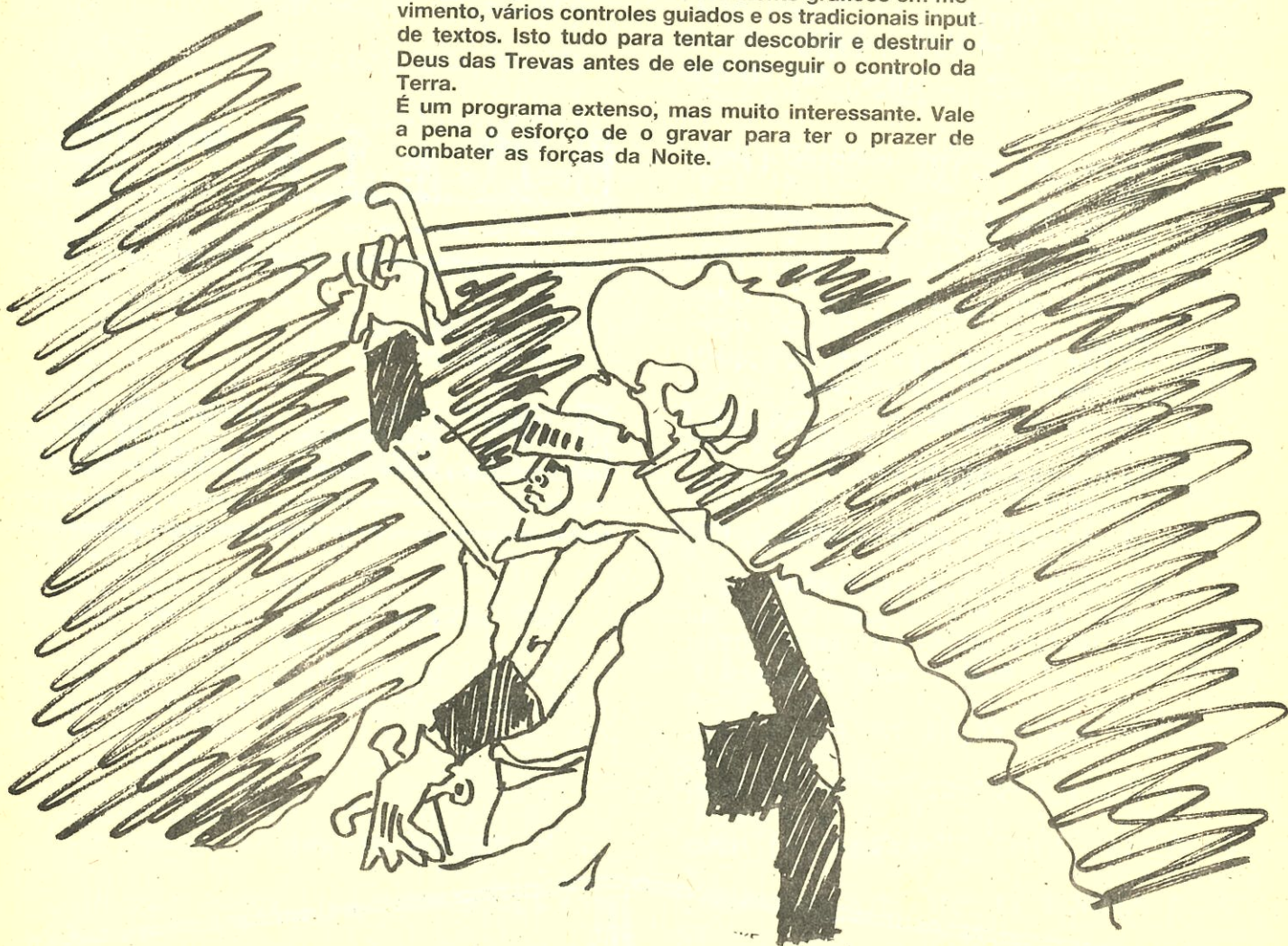
COMPUTER
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• 800 XL • 130 XE • 520 ST • 1040 ST •  
 RUA JOAQUIM PAÇO D'ARCOS N.º 9-A (BENFICA - Frente C. C. Fonte Nova) - 1500 LISBOA

# O SENHOR DAS TREVAS

Escrito por Philip Dutre para o Spectrum, este jogo de aventuras combina admiravelmente gráficos em movimento, vários controles guiados e os tradicionais input de textos. Isto tudo para tentar descobrir e destruir o Deus das Trevas antes de ele conseguir o controlo da Terra.

É um programa extenso, mas muito interessante. Vale a pena o esforço de o gravar para ter o prazer de combater as forças da Noite.



## PROGRAM 1

```
10 PAPER 0: BORDER 0: INK 0: C
LS
15 CLEAR 63455
30 PRINT AT 13,0: LOAD "CODE
63592
40 PRINT AT 13,0: LOAD "CODE
64360
50 PRINT AT 13,0: LOAD "
```

## PROGRAM 2

```
5 CLEAR 63999
6 RESTORE 250
7 PRINT AT 10,5: PAPER 4: "PLE
ASE WAIT A MOMENT": BEEP .01,10
```

```
10 FOR n=15616 TO 16303: POKE
64000-15616+n,PEEK n: NEXT n
200 LET sum=0: FOR n=64000 TO 6
4015: READ a: LET sum=sum+a: POK
E n,a: NEXT n
210 IF sum<>96 THEN PRINT "ERR
OR IN LINE 250": BEEP .1,20: STO
P
250 DATA 16,16,16,16,16,0,16,0
260 LET sum=0: FOR n=64128 TO 6
4207: READ a: LET sum=sum+a: POK
E n,a: NEXT n
265 IF sum<>3164 THEN PRINT "E
RROR IN LINES 300-390": BEEP .01
,20: STOP
299 REM numbers
300 DATA 24,36,70,74,82,36,24,0
310 DATA 32,16,16,16,16,16,8,0
320 DATA 60,66,2,12,16,32,126,0
330 DATA 60,66,2,12,2,66,60,0
340 DATA 8,24,40,72,124,8,8,0
```

```
350 DATA 62,64,92,34,2,66,60,0
360 DATA 6,24,32,124,66,66,60,0
370 DATA 126,2,4,8,16,32,64,0
380 DATA 60,66,66,60,66,66,60,0
390 DATA 60,66,66,62,4,24,96,0
400 LET sum=0: FOR n=64248 TO 6
4255: READ a: LET sum=sum+a: POK
E n,a: NEXT n
410 IF sum<>148 THEN PRINT "ER
ROR IN LINE 450": BEEP .1,20: ST
OP
450 DATA 60,66,2,4,8,0,8,0
460 LET sum=0: FOR n=64264 TO 6
4471: READ a: LET sum=sum+a: POK
E n,a: NEXT n
470 IF sum<>10680 THEN PRINT "
ERROR IN LINES 500-750": BEEP .1
,20: STOP
499 REM upper case
500 DATA 30,34,66,126,66,66,66,
0
```

## PROGRAM 3

```

510 DATA 92,98,66,92,66,66,124,
0
520 DATA 28,34,64,64,64,34,28,0
530 DATA 92,98,66,66,66,68,88,0
540 DATA 94,96,64,112,64,64,126,
0
550 DATA 94,96,64,112,64,64,64,
0
560 DATA 28,34,64,64,70,34,30,0
570 DATA 66,66,66,126,66,66,66,
0
580 DATA 56,16,16,16,16,16,56,0
590 DATA 56,8,8,8,8,72,48,0
600 DATA 68,72,80,112,72,68,66,
0
610 DATA 64,64,64,64,64,66,124,
0
620 DATA 66,102,98,66,66,66,66,
0
630 DATA 66,98,82,74,70,66,66,0
640 DATA 24,36,66,66,66,36,24,0
650 DATA 92,98,66,92,64,64,64,0
660 DATA 24,36,66,66,66,36,26,0
670 DATA 92,98,66,92,72,68,66,0
680 DATA 60,66,64,60,2,66,60,0
690 DATA 124,16,16,16,16,16,16,
0
700 DATA 114,34,66,66,66,70,58,
0
710 DATA 66,66,34,34,18,20,8,0
720 DATA 119,34,65,65,73,73,54,
0
730 DATA 65,34,20,8,20,34,65,0
740 DATA 65,34,20,8,8,8,8,0
750 DATA 63,66,4,8,16,33,126,0
800 LET sum=0: FOR n=64520 TO 6
4727: READ a: LET sum=sum+a: POK
E n,a: NEXT n
810 IF sum<8352 THEN PRINT "E
RROR IN LINES 1000 1250": BEEP .
1,20: STOP
999 REM lower case
1000 DATA 0,0,52,76,68,68,54,0
1010 DATA 64,64,88,100,68,68,88,
0
1020 DATA 0,0,56,68,64,68,56,0
1030 DATA 32,16,24,36,68,68,56,0
1040 DATA 0,0,56,68,124,64,68,0
1050 DATA 24,36,32,56,32,32,32,0
1060 DATA 0,0,56,68,64,76,60,4
1070 DATA 64,64,88,100,68,72,92,
0
1080 DATA 8,0,24,8,8,8,28,0
1090 DATA 8,0,24,8,8,8,48,16
1100 DATA 64,64,72,80,112,72,68,
0
1110 DATA 32,32,32,32,32,36,24,0
1120 DATA 0,0,86,105,73,66,71,0
1130 DATA 0,0,88,100,68,72,92,0
1140 DATA 0,0,60,66,66,66,60,0
1150 DATA 0,0,88,100,68,68,88,64
1160 DATA 0,0,52,76,68,68,52,4
1170 DATA 0,0,88,100,68,120,68,0
1180 DATA 0,0,56,64,56,4,120,0
1190 DATA 16,16,120,32,32,36,24,
0
1200 DATA 0,0,116,36,68,76,52,0
1210 DATA 0,0,68,36,20,20,8,0
1220 DATA 0,0,119,34,73,73,54,0
1230 DATA 0,0,68,40,16,40,68,0
1240 DATA 0,0,66,34,18,12,72,48
1250 DATA 0,0,30,36,8,18,60,0
1300 POKE 23606,0: POKE 23607,24
9
1310 CLS: PRINT AT 5,0;"You can
always restore the origina
l character set by doing t
he following commands:
POKE 23
606,0 POKE 23607,60
1320 PRINT AT 15,0;"This new cha
racter set is stored in bytes 640
00 to 64767, making 768 bytes.
This block w
ill now be saved."
1330 SAVE "CHARSET"CODE 64000,76
8
1340 STOP

```

```

5 REM XXUser Defined Graphics
10 CLEAR 64300
20 RESTORE 9000
30 PRINT AT 10,0; PAPER 4;"Ple
ase wait a moment"
40 GO SUB 9000
50 CIS: PRINT "The user defin
ed graphics are stored in byte
s 64360 to 65535"
51 PRINT "This block is 1176
bytes long and will now be sav
ed."
60 SAVE "hdg"CODE 64360,1176
100 STOP
9000 LET sum=0: FOR n=64360 TO 6
4527: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9005 IF sum<10413 THEN PRINT "
ERROR IN LINES 9010 9030": BEEP
.1,20: STOP
9010 DATA 0,124,254,250,254,255,
28,15
9011 DATA 0,62,127,95,127,255,56
,240
9012 DATA 0,0,0,66,255,66,0,0
9013 DATA 4,17,73,72,2,146,103,2
55
9014 DATA 0,72,41,41,98,106,202,
255
9015 DATA 0,1,2,4,8,16,33,64
9016 DATA 0,254,6,58,26,42,202,1
94
9017 DATA 255,129,129,129,129,12
9,255,0
9018 DATA 68,72,16,32,64,128,0,0
9019 DATA 96,80,72,80,96,64,64,0
9020 DATA 2,2,6,10,18,38,74,0
9021 DATA 8,10,10,28,40,40,8,0
9022 DATA 68,68,100,84,76,68,68,
0
9023 DATA 96,80,72,80,96,80,72,0
9024 DATA 8,8,8,8,28,42,8,0
9025 DATA 16,80,80,56,20,20,16,0
9026 DATA 68,100,84,76,100,84,76
,0
9027 DATA 84,84,100,104,112,64,6
4,0
9028 DATA 4,8,16,32,16,8,4,0
9029 DATA 12,20,36,68,4,4,4,0
9030 DATA 12,20,36,28,36,20,12,0
9510 LET sum=0: FOR n=64528 TO 6
4695: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9515 IF sum<19603 THEN PRINT "
ERROR IN LINE 9520 9550": BEEP .
1,20: STOP
9520 DATA 31,35,65,81,89,35,30,1
2
9521 DATA 248,252,254,254,252,24
8,0,0
9522 DATA 8,7,1,12,15,15,15,15
9523 DATA 240,240,192,208,240,24
0,240,240
9524 DATA 15,15,15,15,13,3,15,15
9525 DATA 240,240,192,240,240,22
4,208,48
9526 DATA 47,79,207,207,207,207,
95,63
9527 DATA 248,248,252,252,254,25
4,254,252
9530 DATA 32,33,35,36,39,35,33,3
9
9531 DATA 96,144,204,226,224,192
,240,248
9532 DATA 39,47,47,123,51,35,3,7
9533 DATA 252,246,246,246,244,24
8,240,240
9534 DATA 3,7,6,6,3,3,2,14
9535 DATA 112,112,48,48,48,16,24
,112
9540 DATA 6,9,51,71,7,3,15,31
9541 DATA 4,132,196,36,228,196,1
32,228
9542 DATA 63,111,111,111,47,31,1
5,15
9543 DATA 228,244,244,222,204,19

```

```

6,192,224
9544 DATA 14,14,12,12,12,8,24,14
9545 DATA 192,224,96,96,192,192,
128,224
9550 DATA 195,129,36,0,129,219,1
95,231
9555 LET sum=0: FOR n=64696 TO 6
4863: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9557 IF sum<7831 THEN PRINT "E
RROR IN LINES 9560 9580": BEEP .
1,20: STOP
9560 DATA 0,0,0,0,0,0,0,1
9561 DATA 0,6,14,28,56,112,224,1
92
9562 DATA 3,103,62,28,60,118,98,
0
9563 DATA 128,0,0,0,0,0,0,0
9564 DATA 0,63,63,60,56,50,16,24
9565 DATA 0,252,252,60,28,76,8,2
4
9566 DATA 12,13,4,7,3,1,0,0
9567 DATA 48,176,32,224,192,128,
0,0
9568 DATA 0,64,40,60,248,252,114
,49
9569 DATA 0,0,0,0,0,0,0,0
9570 DATA 0,0,0,0,0,0,0,0
9571 DATA 128,64,32,16,8,4,2,0
9572 DATA 0,0,0,7,7,7,3,3
9573 DATA 0,0,0,224,224,224,192,
192
9574 DATA 3,3,3,1,1,1,1,0
9575 DATA 192,192,192,192,128,12
8,128,128
9576 DATA 0,0,0,1,3,15,16,32
9577 DATA 0,0,0,128,192,240,0,4
9578 DATA 60,35,24,7,0,0,0,0
9579 DATA 60,196,24,224,0,0,0,0
9580 DATA 0,0,0,0,0,0,0,0
9585 LET sum=0: FOR n=64864 TO 6
5031: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9587 IF sum<7917 THEN PRINT "E
RROR IN LINES 9590 9610": BEEP .
1,20: STOP
9590 DATA 0,0,0,0,0,0,0,0
9591 DATA 0,0,4,8,24,36,80,192
9592 DATA 1,2,5,8,244,144,80,48
9593 DATA 96,0,0,128,0,0,0,0
9594 DATA 0,0,0,0,7,28,56,96
9595 DATA 0,0,0,0,224,56,28,6
9596 DATA 64,97,58,30,6,1,0,0
9597 DATA 2,134,92,120,96,128,0,
0
9598 DATA 0,1,2,7,2,1,0,0
9599 DATA 128,192,160,240,160,19
2,128,128
9600 DATA 0,0,0,0,1,3,3,1
9601 DATA 128,128,128,128,192,22
4,224,192
9602 DATA 0,0,0,0,2,13,48,102
9603 DATA 0,0,0,0,0,128,96,24
9604 DATA 152,150,113,25,7,1,0,0
9605 DATA 6,199,158,127,126,248,
96,0
9606 DATA 0,0,0,0,0,0,0,1
9607 DATA 0,6,10,20,40,80,160,64
9608 DATA 2,101,58,28,60,118,98,
0
9609 DATA 128,0,0,0,0,0,0,0
9610 DATA 0,0,0,0,0,0,0,0
9615 LET sum=0: FOR n=65032 TO 6
5199: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9617 IF sum<13150 THEN PRINT "
ERROR IN LINES 9620 9640": BEEP
.1,20: STOP
9620 DATA 3,7,13,15,7,2,1,15
9621 DATA 192,224,176,240,224,64
,128,240
9622 DATA 21,35,37,35,33,37,23,6
9623 DATA 168,200,168,201,139,17
2,232,96
9624 DATA 2,2,4,2,2,2,2,14
9625 DATA 64,64,32,64,64,64,64,1
12
9626 DATA 1,3,7,69,199,131,129,1
43

```

**PROGRAM 4**

```

9627 DATA 128,192,224,160,224,19
2,128,240
9628 DATA 223,91,83,99,99,3,7,6
9629 DATA 254,222,222,222,204,19
2,224,96
9630 DATA 6,6,12,12,4,4,6,28
9631 DATA 96,96,48,48,32,32,96,5
6
9632 DATA 0,8,11,37,39,102,114,1
15
9633 DATA 0,32,164,68,204,222,15
8,190
9634 DATA 255,255,255,127,119,10
3,79,11
9635 DATA 255,255,243,225,225,12
8,192,64
9636 DATA 8,24,8,0,0,0,0,0
9637 DATA 64,48,32,0,0,0,0,0
9638 DATA 0,0,0,0,0,0,0,0
9639 DATA 0,0,0,0,0,0,0,0
9640 DATA 0,0,0,0,0,0,0,0
9645 LET sum=0: FOR n=65200 TO 6
5367: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9647 IF sum<>12569 THEN PRINT "
ERROR IN LINES 9650-9670": BEEP
.1,20: STOP
9650 DATA 0,0,0,0,0,0,0,2
9651 DATA 0,0,0,0,0,0,0,160
9652 DATA 3,37,85,95,79,132,132,
128
9653 DATA 84,74,250,241,169,165,
149,144
9654 DATA 128,128,0,0,0,0,0,0
9655 DATA 80,64,64,0,0,0,0,0
9656 DATA 0,3,7,5,7,3,2,13
9657 DATA 0,192,224,160,224,192,
64,184
9658 DATA 13,109,155,156,127,55,
5,5
9659 DATA 188,190,118,246,246,24
2,244,184
9660 DATA 6,14,15,15,15,12,11,31
9661 DATA 184,216,232,248,248,24
8,248,252
9662 DATA 0,0,3,71,213,55,115,58
9663 DATA 0,0,192,227,170,236,20
6,92
9664 DATA 25,31,15,15,7,7,7,4
9665 DATA 152,248,240,240,224,22
4,224,32
9666 DATA 7,15,15,6,4,4,6,28
9667 DATA 224,240,224,96,32,32,9
6,56
9668 DATA 0,0,0,0,0,0,0,0
9669 DATA 0,0,0,0,0,0,0,0
9670 DATA 0,0,0,0,0,0,0,0
9675 LET sum=0: FOR n=65368 TO 6
5535: READ a: LET sum=sum+a: POK
E n,a: NEXT n
9677 IF sum<>5801 THEN PRINT "E
RROR IN LINES 9680 9700": BEEP .
1,20: STOP
9680 DATA 0,0,0,0,0,0,0,0
9681 DATA 0,0,0,0,0,0,0,0
9682 DATA 0,0,0,0,0,0,0,0
9683 DATA 0,0,0,0,0,0,0,0
9684 DATA 0,0,0,0,0,0,0,0
9685 DATA 0,0,0,0,0,0,0,0
9686 DATA 0,0,0,0,0,16,40,36
9687 DATA 0,0,0,0,0,8,20,36
9688 DATA 18,12,0,0,0,0,0,15
9689 DATA 72,48,0,0,0,0,0,240
9690 DATA 10,8,4,0,0,0,0,0
9691 DATA 88,16,32,0,0,0,0,0
9692 DATA 0,0,1,33,35,115,115,12
3
9693 DATA 0,0,192,112,196,196,46
,14
9694 DATA 123,255,255,223,199,13
1,1,0
9695 DATA 62,255,255,239,198,130
,192,192
9696 DATA 0,8,8,12,14,7,1,0
9697 DATA 192,224,96,96,224,192,
128,0
9698 DATA 0,0,0,0,0,0,0,0
9699 DATA 0,0,0,0,0,0,0,0
9700 DATA 0,0,0,0,0,0,0,0
9799 RETURN
    
```

```

1 REM *****
  *Underlined characters*
  *are entered in*
  *GRAPHICS mode.*
  *****
2 INK 7: POKE 23606,104: POKE
23607,247
3 PRINT AT 21,9: FLASH 1: "Sto
p the tape": FOR n=1 TO 200: NEX
T n
4 RESTORE 15: FOR n=0 TO 10:
READ a: POKE 23300+n,a: NEXT n:
DATA 33,160,88,6,128,54,0,35,16,
251,201
5 LET c1=7
6 LET a$="Press any key to st
art this fantasy adventure...Lor
d of Darkness..."
7 PRINT AT 21,0: a$ (TO 32): P
OKE 23306,c1+64: RANDOMIZE USR 2
3300
8 LET b$=INKEY$: IF b$="" THE
N LET a$=a$(2 TO 1)+a$(1): LET c
1=c1+7*(c1=1): FOR n=1 TO 20:
NEXT n: GO TO 32
9 CLS: PRINT AT 10,4: PAPER
2: INK 6: "Please, wait a moment .
..."
10 GO SUB 9000: GO SUB 8300
11 GO SUB 9500
12 GO SUB 8000: GO SUB 8600
13 REM **Main Program*****
14 LET action=INT (liferg/10):
PRINT AT 11,23: " ";AT 11,23:
action
15 PRINT AT 17,1: "Move cursors
Fight. ";AT 18,1: "Exa
mine Left,Right view":AT
19,1: "Take Stop
";AT 20,1: "Drop Ot
her command ";AT 21,1: "
"
16 LET a$=INKEY$: IF a$="" THE
N GO TO 1020
17 LET a=CODE a$: IF a<53 OR (
a>56 AND a<100) OR a>116 THEN G
O TO 1020
18 IF a=115 THEN GO TO 1100
19 LET a=a-52-43*(a>99): GO SU
B VAL "2000,2000,2000,2000,2200,
2600,2300,1020,1020,1020,1020,10
20,2100,1020,1020,3000,1020,1020
,2100,1020,2500"(5*a-4 TO 5*a-1)
20 IF PEEK 63584=0 THEN GO TO
8750
21 PRINT AT 11,23: " ";AT 11
,23:action
22 IF liferg+2*action<=0 THEN
GO TO 8650
23 IF action<=-10 THEN GO TO
1100
24 GO TO 1010
25 LET liferg=liferg+2*action:
IF liferg>104 THEN LET liferg=
104
26 IF liferg<>11fold THEN GO
SUB 8550
27 REM **Action Characters****
28 LET a$="The characters are
performing actions now.": GO SUB
8400
29 FOR n=1 TO 29: IF PEEK (634
52+4*n)=r AND (n>12 OR o(10,1)<>0
) THEN GO SUB 1300: IF PEEK 635
84=0 OR liferg<=0 THEN GO TO 86
50:100*(PEEK 63584=0)
30 NEXT n
31 FOR n=32 TO 34: IF PEEK (63
452+4*n)=r THEN GO SUB 1300
32 NEXT n
33 IF r=43 AND o(10,1)=50 THEN
LET a$="The magician says: Bri
ng me the ring, the book and the
sceptre, and I will help you to
kill the Lord of Darkness.": GO
SUB 8400: GO SUB 8450
    
```

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1235 IF r=24 AND wiz=0 THEN LET
a$="The wizard says: I have the
power to kill the Balrog.Shall
I attack him?": GO SUB 8400: GO
SUB 8450
1250 GO SUB 8700: GO TO 1000
1300 LET m=1+(n>12)+(n>22)+(n>25
)+(n>29)+(n>30)+(n>31)+(n>32)+(n
>33)
1302 LET ad=138+6*(m-3)*(m>3)-3*(
m>6)
1305 LET xco=PEEK (63453+4*n): L
ET yco=PEEK (63454+4*n)
1310 FOR o=1 TO b(m)
1315 IF (w(kx-xco)*(w(kx-xco)+(wky
-yco)*(wky-yco))<=5 THEN GO SUB
1400: RETURN
1320 LET dx=(xco(wkx)-(xco)wkx):
LET dy=(yco(wky)-(yco)wky)
1325 POKE 23675,8+168*(m>3)-88*(
m>6): POKE 23676,254+(m>6)
1330 PRINT OVER 1: INK 7:AT xco
-2,yco:CHR$(ad+CHR$(ad+1):AT xc
o-1,yco:CHR$(ad+2)+CHR$(ad+3):
AT xco,yco:CHR$(ad+4)+CHR$(ad+
5)
1335 LET xco=xco+dx: LET yco=yco
+dy: PRINT OVER 1: INK 3:AT xco
-2,yco:CHR$(ad+CHR$(ad+1):AT xc
o-1,yco:CHR$(ad+2)+CHR$(ad+3):
AT xco,yco:CHR$(ad+4)+CHR$(ad+
5)
1340 POKE 63453+4*n,xco: POKE 63
454+4*n,yco
1345 NEXT o
1350 RETURN
1400 LET b=PEEK (63455+4*n)-INT
(liferg/20)-2*(o(1,1)=0)-(o(3,1)
=0)-2*(o(2,1)=0)-10*(o(10,1)=0)+
INT (RND*6)-2
1410 IF b>=0 THEN LET liferg=li
ferg-10*b: GO SUB 8550: LET a$="
You're attacked by the "+p$(m)+(
" He hit you." AND liferg)>0)+("
He killed you... you're dead." A
ND liferg<=0): GO TO 1490
1420 LET b=PEEK (63455+4*n)+b: L
ET a$="You're attacked by the "+
p$(m)+" You "+("hit him." AND b>
0)+("killed him." AND b<=0)
1430 POKE 63455+4*n,b: IF b<=0 T
HEN POKE 63452+4*n,0: POKE 2367
5,8+168*(m>3)-88*(m>6): POKE 236
76,254+(m>6): PRINT OVER 1: INK
7:AT xco-2,yco:CHR$(ad+CHR$(ad
+1):AT xco-1,yco:CHR$(ad+2)+CHR
$(ad+3):AT xco,yco:CHR$(ad+4)+
CHR$(ad+5)
1490 GO SUB 8400: GO SUB 8450: R
ETURN
2000 REM **Movement*****
2010 LET nx=w(kx)+1*(a=2)-1*(a=3):
LET ny=w(ky)+1*(a=4)-1*(a=1)
2012 IF (nx=8 AND NOT (ny=11 AND
(r$(r,dir)="1")) OR nx=15 THEN
RETURN
2016 IF nx+ny-16<0 AND NOT (nx=1
1 AND ny=4 AND r$(r,dir-1+4*(dir
=1))="1") AND NOT (nx=12 AND ny=
3 AND r$(r,dir-1+4*(dir=1))="1"
AND a=1) THEN RETURN
2018 IF nx-ny+7<=0 AND NOT (nx=1
1 AND ny=18 AND r$(r,dir+1-4*(di
r=4))="1") AND NOT (nx=12 AND ny
=19 AND r$(r,dir+1-4*(dir=4))="1
" AND a=4) THEN RETURN
2021 FOR n=0 TO 1: IF PEEK (2252
8+32*n+ny+n*(a<>1))*(a<>4)+(a=4)
)=5 AND PEEK (22528+32*(nx-1)+ny
+n*(a<>1))*(a<>4)+(a=4))=5 THEN
RETURN
2022 IF PEEK (22528+32*n+ny+n*(
a<>1))*(a<>4)+(a=4))=3 AND PEEK (
22528+32*(nx-2)+ny+n*(a<>1))*(a<>
4)+(a=4))=3 THEN RETURN
2024 NEXT n
2030 IF nx=8 OR (nx=11 AND ny=4)
OR (nx=12 AND ny=3) OR (nx=11 A
ND ny=18) OR (nx=12 AND ny=19) T
HEN GO TO 2050
    
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2035 POKE 23675,16: POKE 23676,2
52: PRINT INK 8; OVER 1; AT wlx,
wly; CHR# (wkd+4)+CHR# (wkd+5); AT
wlx-1,wly; CHR# (wkd+2)+CHR# (wkd+3); AT
wlx-2,wly; CHR# (wkd)+CHR# (wkd+1)
2037 LET wkd=wkd*(a=3 OR a=2)+15
2*(a=1)+158*(a=4)
2040 PRINT INK 8; OVER 1; AT nx,
ny; CHR# (wkd+4)+CHR# (wkd+5); AT
nx-1,ny; CHR# (wkd+2)+CHR# (wkd+3)
; AT nx-2,ny; CHR# (wkd)+CHR# (wkd+1)
2045 LET wlx=nx: LET wly=ny: LET
action=action-1-dark: RETURN
2050 LET exit=1*(ny<=4)+2*(nx=8)
+3*(ny)=18)
2052 LET sum=dir+exit: LET r=r-7
*(sum=3 OR sum=7)+7*(sum=5)-1*(sum=2
OR sum=6)+1*(sum=4)
2054 LET wlx=12+2*(exit=2): LET
wly=4+7*(exit=2)+14*(exit=1)
2055 LET wkd=wkd*(exit=2)+152*(exit=1)
+158*(exit=3)
2056 LET action=action-1: GO SUB
8100: RETURN
2100 REM ##Left Right view#####
2105 PRINT AT 18,16+5*(a=19); FL
ASH 1; ("Left" AND a=13)+("Right"
AND a=19)
2110 LET dir=dir+(-1+4*(dir=1))*
(a=13)+(1-4*(dir=4))*(a=19)
2120 LET x=wlx: LET y=wly: GO SU
B 2190: LET wlx=x: LET wly=y
2125 LET x=chx: LET y=chy: GO SU
B 2190: LET chx=x: LET chy=y
2130 FOR n=1 TO 10: IF o(n,1)<>0
THEN LET x=o(n,2): LET y=o(n,3)
: GO SUB 2190: LET o(n,2)=x: LE
T o(n,3)=y
2131 NEXT n
2140 FOR n=1 TO 34: IF PEEK (634
52+4*n)<>0 THEN LET x=PEEK (634
53+4*n): LET y=PEEK (63454+4*n):
GO SUB 2190: POKE 63453+4*n,x:
POKE 63454+4*n,y
2141 NEXT n
2170 GO SUB 8100
2180 RETURN
2190 LET t=(11*x+4*y-99)/(x-5):
LET d=t-7: LET e=SQR (x*x-18*x+8
1+y*y-2*t*y+t*t): LET f=5*SQR (1
+y*y-22*y+121)/(x*x-10*x+25)
2191 IF a=13 THEN LET x=INT (9.
5+5*d/8): LET y=INT (6.5+x-e*(2*
x-10)/f)
2192 IF a=19 THEN LET x=INT (14.
5-5*d/8): LET y=INT (16-x+e*(2*
x-10)/f)
2199 RETURN
2200 REM ##Drop#####
2203 IF dark THEN LET a$="It's
too dark to drop something.": GO
TO 2280
2205 IF object=1 THEN LET a$="Y
ou can't drop a thing, but if yo
u insist, take something and the
n drop it.": GO TO 2280

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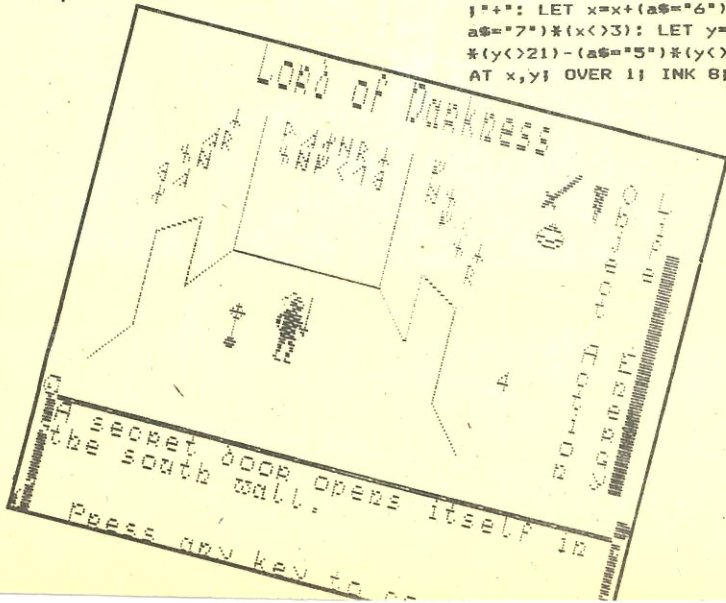
2207 LET x=2: LET y=23
2208 PRINT AT x,y; OVER 1; INK 8
;"+
2210 LET a$="Move the cursor wit
h the cursor keys to the object
you want to drop. Then press ENTE
R, or DELETE to return to main m
enu.": GO SUB 8400
2215 LET a$=INKEY$: IF (a$<"5" O
R a$>"8") AND CODE a$<12 AND CO
DE a$<13 THEN GO TO 2215
2217 IF CODE a$=12 THEN PRINT A
T x,y; OVER 1; INK 8;"+: RETURN
2218 IF CODE a$=13 THEN GO TO 2
230
2220 PRINT AT x,y; OVER 1; INK 8
;"+
2222 LET x=x-(a$="7")*(x<>2)+(a$
="6")*(x<>7): LET y=y-(a$="5")*(
y<>23)+(a$="8")*(y<>26)
2224 PRINT AT x,y; OVER 1; INK 8
;"+
2226 GO TO 2215
2230 LET nr=x-1-(x<>2)*INT (x/2)
+INT ((y-23)/2)
2232 IF nr=object THEN LET a$=
"Do you want to drop some air???"
I don't think this has a signi
ficant effect. Press any key to
drop an existing object.": GO SU
B 8400: GO SUB 8450: GO TO 2210
2233 LET a$="You drop the "+q$(q
(nr))
2234 POKE 23675,96+88*(q(nr)<=5)
: POKE 23676,252+(q(nr))=6): LET
a=140+4*(q(nr)-5*(q(nr)>=6)): P
RINT INK 5; OVER 1; AT wlx-1,wly
; CHR# a+CHR# (a+1); AT wlx,wly; CH
R# (a+2)+CHR# (a+3)
2235 IF q(nr)=4 THEN LET lit=0
2236 LET o(q(nr),1)=r: LET o(q(n
r),2)=wlx: LET o(q(nr),3)=wly: L
ET object=object-1: LET q(nr)=q(
object)
2237 LET action=action-1: GO SUB
8500
2280 GO SUB 8400: GO SUB 8450: R
ETURN
2300 REM ##Fight#####
2305 LET x=3: LET y=2
2310 PRINT AT x,y; OVER 1; INK 8
;"+
2315 LET a$="Move the cursor wit
h the cursor keys to the creatur
e you want to attack. Then press
ENTER, or DELETE to return to ma
in menu.": GO SUB 8400
2320 LET a$=INKEY$: IF (a$<"5" O
R a$>"8") AND CODE a$<13 AND CO
DE a$<12 THEN GO TO 2320
2321 IF CODE a$=12 THEN PRINT
OVER 1; INK 8; AT x,y;"+: RETURN
2322 IF CODE a$=13 THEN LET a$=
"Please, wait a moment.": GO SUB
8400: GO TO 2330
2326 PRINT AT x,y; OVER 1; INK 8
;"+: LET x=x+(a$="6")*(x<>14)-(
a$="7")*(x<>3): LET y=y+(a$="8")
*(y<>21)-(a$="5")*(y<>2): PRINT
AT x,y; OVER 1; INK 8;"+: GO TO

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2320
2330 FOR m=0 TO 2: FOR o=0 TO 1:
FOR n=1 TO 34: IF PEEK (63453+4
*n)-m=0 AND PEEK (63454+4*n)+o=y
AND PEEK (63452+4*n)=r THEN GO
TO 2335
2332 NEXT n: NEXT o: NEXT m
2333 LET a$="You are using your
weapons against the air. Search a
n opponent before you want to tr
y again!": GO SUB 8400: GO SUB 8
450: GO TO 2315
2335 IF (PEEK (63453+4*n)-wlx)*(
PEEK (63454+4*n)-wly)*(PEEK (63454+4*n)-w
ly)>5 THEN LET a$="Unless you h
ave a very long weapon, the crea
ture is too far away to attack i
t.": GO SUB 8400: GO SUB 8450: G
O TO 2315
2340 LET action=action-5: LET b=
INT (liferg/20)+2*(o(1,1)=0)+(o(
3,1)=0)+(o(2,1)=0)+10*(o(10,1)=0)
)-PEEK (63455+4*n)+INT (RND*6)-2
2341 LET b=p$(1+(n)12)+(n)22)+(
n)25)+(n)29)+(n)30)+(n)31)+(n)32
)+(n)33)
2342 PRINT AT x,y; OVER 1; INK 8
;"+
2347 IF b<=0 THEN LET liferg=11
ferg+b*10: GO SUB 8550: LET a$=
"You attacked the "+b$+"
("but he hit you." AND liferg>0)
+"but this creature killed you.
" AND liferg<=0): GO TO 2390
2350 LET a=PEEK (63455+4*n)-b
2351 LET a$="You attacked the "+
b$+" "+("He is wounded." A
ND a>0)+("You killed him." AND a
<=0)
2355 POKE 63455+4*n,a
2360 IF a>0 THEN GO TO 2390
2361 POKE 63452+4*n,0
2365 POKE 23675,8+168*(n)=26)-88
*(n)=32): POKE 23676,254+(n)=32)
: LET o=138+6*(n<=12 OR (n)=26 A
ND n<=29) OR n=32)+12*(n)=13 AN
D n<=22) OR n=30 OR n=33)+18*(n
)=23 AND n<=25) OR n=31 OR n=34)
: LET x=PEEK (63453+4*n): LET y=
PEEK (63454+4*n)
2370 PRINT OVER 1; INK 7; AT x-2
,y; CHR# o+CHR# (o+1); AT x-1,y; CH
R# (o+2)+CHR# (o+3); AT x,y; CHR#
(o+4)+CHR# (o+5)
2375 GO SUB 8700
2390 GO SUB 8400: GO SUB 8450: R
ETURN
2399 RETURN
2500 REM ##Take#####
2503 IF dark THEN LET a$="It's
too dark to drop something.": GO
TO 2590
2505 IF object=7 THEN LET a$="Y
ou're carrying too much. Drop som
ething and then try again.": GO
TO 2590
2507 LET x=3: LET y=2
2510 PRINT AT x,y; OVER 1; INK 8
;"+
2522 LET a$="Move the cursor wit
h the cursor keys to the object
you want to take. Then press ENTE
R, or DELETE to return to main m
enu.": GO SUB 8400
2524 LET a$=INKEY$: IF (a$<"5" O
R a$>"8") AND CODE a$<13 AND CO
DE a$<12 THEN GO TO 2524
2525 IF CODE a$=13 THEN GO TO 2
530
2526 IF CODE a$=12 THEN PRINT A
T x,y; OVER 1; INK 8;"+: RETURN
2528 PRINT AT x,y; OVER 1; INK 8
;"+: LET x=x+(a$="6")*(x<>14)-(
a$="7")*(x<>3): LET y=y-(a$="5")
*(y<>2)+(a$="8")*(y<>21): PRINT
AT x,y; OVER 1; INK 8;"+: GO TO
2524

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2530 FOR m=0 TO 1: FOR o=0 TO 1:
  FOR n=1 TO 10: IF o(n,2)-m=x AN
  D o(n,3)+o=y AND o(n,1)=r THEN
  GO TO 2540
2532 NEXT n: NEXT o: NEXT m
2535 LET a$="I can't see any por
table object at this position.":
GO SUB 8400: GO SUB 8450: GO TO
2522
2540 IF (o(n,2)-wky)*(o(n,2)-wky
)+(o(n,3)-wky)*(o(n,3)-wky)>5 TH
EN LET a$="The object is too fa
r away to take it. Press any key
to continue.": GO SUB 8400: GO
SUB 8450: GO TO 2522
2550 LET a$="You take the "+o$(n
)
2555 LET q(object)=n: LET object
=object+1: GO SUB 8500: PRINT AT
x,y: OVER 1: INK 8;"+"
2560 PRINT OVER 1: INK 7: AT o(n
,2),o(n,3): CHR$(a+2)+CHR$(a+3)
: AT o(n,2)-1,o(n,3): CHR$(a+CHR$(
a+1)
2561 LET o(n,1)=0
2562 GO SUB 8700
2571 LET action=action-3
2590 GO SUB 8400: GO SUB 8450: R
ETURN
2600 REM **Examine*****
2603 IF dark THEN LET a$="You c
annot examine objects because it
's too dark.": GO TO 2690
2605 LET x=3: LET y=2
2610 LET a$="Move the cursor wit
h the cursor keys to the object
you want to examine. Then press
ENTER, or DELETE to return to ma
in menu.": GO SUB 8400
2612 PRINT AT x,y: OVER 1: INK 8
;"+"
2615 LET b$=INKEY$: IF (b$<"5" O
R b$<"8") AND CODE b$<12 AND CO
DE b$<13 THEN GO TO 2615
2616 IF CODE b$=12 THEN PRINT A
T x,y: OVER 1: INK 8;"+" : RETURN
2617 IF CODE b$=13 THEN GO TO 2
620
2618 PRINT AT x,y: OVER 1: INK 8
;"+" : LET x=x+(b$="6")*(x<14)-(
b$="7")*(x>3): LET y=y+(b$="8")
*(y<21)-(b$="5")*(y>2): GO TO
2612
2620 LET a$="Please, wait a mome
nt.": GO SUB 8400
2621 FOR n=0 TO 1: FOR m=0 TO 1:
  FOR o=1 TO 10: IF x=o(o,2)-n AN
  D y=o(o,3)+m AND o(o,1)=r THEN
  GO TO 2650
2622 NEXT o: NEXT m: NEXT n
2625 FOR n=0 TO 2: FOR m=0 TO 1:
  FOR o=1 TO 34: IF x=PEEK (63453
+4*m)-n AND y=PEEK (63454+4*m)-m
  AND PEEK (63452+4*m)=r THEN GO
  TO 2660
2627 NEXT o: NEXT m: NEXT n
2630 FOR n=0 TO 1: FOR m=0 TO 1:
  IF x=chx-n AND y=chy+m AND r=15
  THEN LET a$="This is a wooden
chest. It looks very heavy.": GO
  TO 2690
2631 NEXT m: NEXT n
2635 IF x+y-16=0 AND x>9 AND x
-y>7=0 THEN LET a$="The floor
is made of stone.": GO TO 2690
2640 LET a$="The walls are made
of heavy bricks. "+("There are so
me strange inscriptions on them.
" AND r=28): GO TO 2690
2650 RESTORE 2651: FOR n=1 TO o:
  READ a$: NEXT n: GO TO 2690
2651 DATA "It's a normal sword,o
ften used by men and elves.", "Th
is shield is made of iron. A whi
te skull is painted on it.", "Thi
s axe is probably made by dwarve
s.", "This torch has recently bee
n used.", "This a tinder box. It i
s used to make fire."

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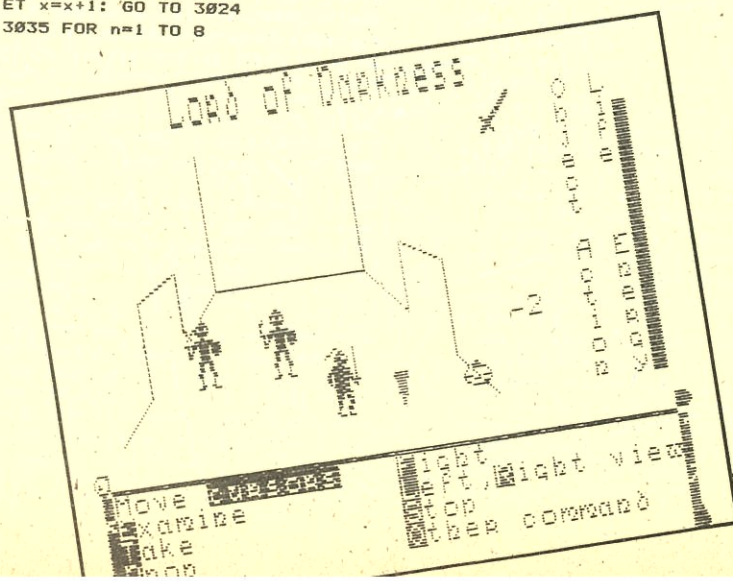
2652 DATA "It is a rusty key.", "
There is a very valuable diamond
in the ring.", "A picture of a s
keleton is painted on this scept
re.", "It is a very old book. Perh
aps something is written in it.",
"The sword flashes brightly."
2660 LET m=1+(o>12)+(o>22)+(o>25
)+(o>29)+(o>30)+(o>31)+(o>32)+(o
>33): RESTORE 2661: FOR n=1 TO m
: READ a$: NEXT n: GO TO 2690
2661 DATA "This is an undead ske
leton. He's armed with a knife m
ade of bone.", "This person is a
guard. He has a shield and a scim
itar.", "This creature is a bat. I
t has no arms but very sharp tee
th and claws.", "A giant spider,
probably very hungry!!"
2662 DATA "This person is a magi
cian.", "A wizard, he looks friend
ly.", "You can feel the presence
of a being, but it is invisible.",
"The Lord of Darkness!!!", "A wy
vern, or a winged serpent."
2690 LET action=action-4: GO SUB
8400: GO SUB 8450: PRINT AT x,y
: OVER 1: INK 8;"+" : RETURN
3000 REM **Other Commands*****
3004 POKE 23675,16: POKE 23676,2
52
3005 LET a$="Enter your command.
..": GO SUB 8400
3006 LET x=18: LET y=1: LET a$="
"
3010 PRINT AT x,y: FLASH 1;"!"
3015 LET b$=INKEY$: IF b$="" THE
N GO TO 3015
3017 IF CODE b$=12 THEN LET a$=
a$(TO LEN a$-(x<18 OR y<1)):
PRINT AT x,y;" ": LET y=y-(y<1)
+29*(y=1 AND x<18): LET x=x-(y=
30): GO TO 3010
3018 IF CODE b$=13 AND a$<>"" TH
EN GO TO 3020
3019 PRINT AT x,y;b$: LET y=y+(y
<30)-29*(y=30 AND x<21): LET x
=x+(y=1): LET a$=a$+b$: FOR n=1
TO 10: NEXT n: GO TO 3010
3020 LET d$="": LET e$="": LET f
$="": LET g$="": LET x=1
3021 IF a$(LEN a$)=" " THEN LET
a$=a$(TO LEN a$-1): GO TO 3021
3022 LET a$=a$+" "
3024 IF a$(1)=" " THEN LET a$=a
$(2 TO ): GO TO 3024
3025 LET n=2
3026 IF a$(n)<>"" THEN LET n=n
+1: GO TO 3026
3027 IF x=1 THEN LET d$=a$(TO
n-1)
3028 IF x=2 THEN LET e$=a$(TO
n-1)
3029 IF x=3 THEN LET f$=a$(TO
n-1)
3030 IF x=4 THEN LET g$=a$(TO
n-1)
3031 LET a$=a$(n TO )
3032 IF x<4 AND a$<>"" THEN L
ET x=x+1: GO TO 3024
3035 FOR n=1 TO 8

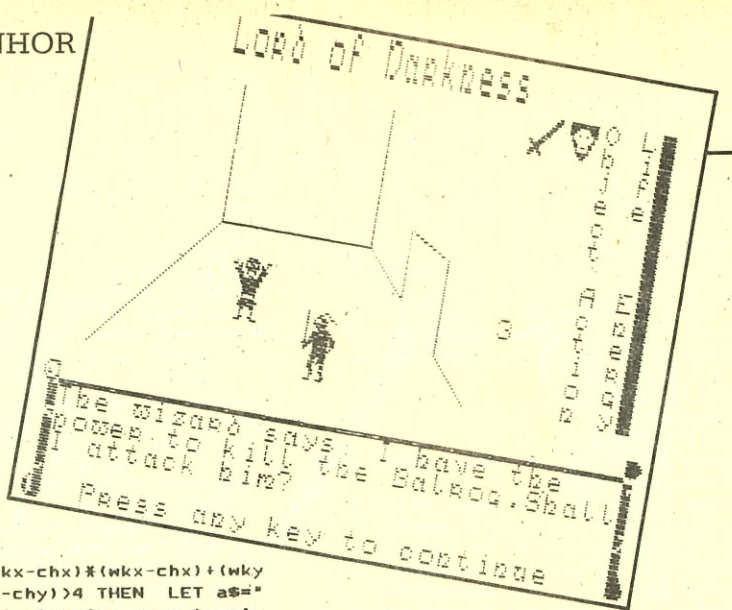
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3036 IF d$=c$(n, TO (LEN d$)*(LE
N d$(5)+5*(LEN d$)=5)) THEN GO
TO 3040
3037 NEXT n
3038 LET a$="I don't understand
your command. I don't know how to
"+d$+" something.": GO TO 305
0
3040 GO SUB 3000+100*n
3050 GO SUB 8400: GO SUB 8450: R
ETURN
3100 IF o(5,1)<>0 THEN LET a$="
You are not able to make light w
ithout the right equipment.": RE
TURN
3105 IF o(4,1)<>0 THEN LET a$=(
"You cannot light the "+e$+"." A
ND e$<>"")+("You don't have anyt
hing to light." AND e$=""): RETU
RN
3110 IF lit=1 THEN LET a$="The
torch already burns. Don't waste
your forces like this!": RETURN
3115 LET a$="The torch is on fir
e now. Wow, what a light it gives
!": LET lit=1: LET action=action
-2: GO SUB 8100: RETURN
3200 IF o(4,1)<>0 OR lit=0 OR e$
<>"torch" THEN LET a$="This is
not possible.": RETURN
3210 LET a$="You put out the tor
ch.": LET lit=0: LET action=acti
on-2: GO SUB 8100: RETURN
3300 IF f$<>"to" THEN LET a$="I
don't understand your command."
: RETURN
3310 IF g$<>"magician" OR r<>PEE
K 63572 THEN LET a$="This is no
t possible.": RETURN
3320 FOR n=1 TO 10: IF e$<>o$(n,
TO (LEN e$)*(LEN e$(11)+11*(LEN
e$)=11)) THEN NEXT n: LET a$="
I don't know what a "+e$+" is.
": RETURN
3325 IF o(n,1)<>0 THEN LET a$="
You don't have the "+e$+", so yo
u cannot give it away.": RETURN
3330 IF (wky-PEEK 63573)*(wky-PE
EK 63574)+(wky-PEEK 63574)*(wky
-PEEK 63573)>5 THEN LET a$="The
magician is too far away to acce
pt the object.": RETURN
3340 LET a$="The magician takes
the "+e$+".: LET o(n,1)=50: LET
o(n,2)=PEEK 63573: LET o(n,2)=P
EEK 63574
3345 LET object=object-1: FOR m=
1 TO object: IF q(m)<>n THEN NE
XT m
3350 LET q(m)=q(object): GO SUB
8500
3355 IF o(7,1)<>50 OR o(8,1)<>50
OR o(9,1)<>50 THEN RETURN
3360 GO SUB 8400: GO SUB 8450: L
ET a$="The wizard says: 'You giv
e me three valuable objects. I giv
e you the magical sword to kill
the Lord of Darkness.": LET o(10

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,1)=0: LET q(object)=10: LET obj
ect=object+1: GO SUB 8500: RETUR
N
3400 IF (e$(CHR$ 115+CHR$ 117+C
HR$ 110 OR r(<>28) AND (e$(CHR$
"yes"
OR r(<>24 OR PEEK 63576(<>24) THE
N LET a$="Nothing happens.": RE
TURN
3410 IF e$="yes" THEN LET a$="T
he wizard hears your answer.He s
ays: I've just killed the Balrog
in magical combat.": LET wiz=1:
POKE 63580,0: RETURN
3420 LET a$="A secret door opens
itself in the south wall.": LET
r$(28,3)="1": LET r$(35,1)="1":
GO SUB 8100: RETURN
3500 IF dark THEN LET a$="It's
too dark to read.": RETURN
3510 IF o(9,1)<>0 OR (e$(CHR$
"book"
AND e$(CHR$*)) THEN LET a$="You c
annot read without a book.": RET
URN
3520 LET a$="The book contains s
everal chapters...three I think.
specify the chapter you want to
read. (Press 1,2 or 3)": GO SUB
8400
3530 LET a$=INKEY$: IF a$<"1" OR
a$<"3" THEN GO TO 3530
3535 LET action=action-1: GO TO
3530+10*(CODE a$-48)
3540 LET a$="Chapter one: This p
art contains a translation of ru
ne inscriptions into normal text
.": GO TO 3580-10*(r=28)
3550 LET a$="Chapter two: To ki
ll the Lord of Darkness, use the
magic sword hidden in the castl
e.": RETURN
3560 LET a$="Chapter three,it sa
ys: 'Instead of reading this boo
k and wasting your time, you wou
ld better kill the Lord.": RETU
RN
3570 GO SUB 8400: GO SUB 8450: L
ET a$="The signs on the wall mea
n:... Round as a ball, as light
the best.Birth and dead, in east
and west."
3580 RETURN
3600 LET a$="You're doing fine..
."
3605 IF r=6 THEN LET a$="Agains
t undead types, an object of pow
er can be useful."
3610 IF r=28 THEN LET a$="Try t
o translate the runes."
3615 IF r=30 THEN LET a$="To fi
nd the book, to find the sword,
enter the area of spider lord."
3620 IF r=46 THEN LET a$="A tor
ch can be a big advantage."
3625 IF r=47 THEN LET a$="no sw
abd back to wall go left"
3630 RETURN
3700 IF e$(CHR$ "chest" OR r(<>15) THE
N LET a$=("You cannot open the
"+e$ AND e$(CHR$*))+"(I don't know
what to open" AND e$="")+".": RE
TURN
3710 IF (wky-chx)*(wky-chx)+(wky
-chy)*(wky-chy)>5 THEN LET a$="
You are too far from the chest t
o open it.": RETURN
3715 IF open=1 THEN LET a$="The
chest is already open.": RETURN
3717 IF o(6,1)<>0 THEN LET a$="
The chest is locked.You cannot o
pen it.": RETURN
3720 LET a$="You open the chest.
In the chest there is a book.":
LET action=action+2: LET o(9,1)=
15: LET open=1: POKE 23675,96: P
OKE 23676,253: PRINT OVER 1: IN
K 5: AT chx-1,chy;"BC"; AT chx,chy
;"DE": RETURN
3800 IF e$(CHR$ "chest" OR r(<>15) THE
N LET a$="You cannot close the
"+e$: RETURN
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3810 IF (wky-chx)*(wky-chx)+(wky
-chy)*(wky-chy)>4 THEN LET a$="
The chest is too far away to clo
se it.": RETURN
3815 IF open=0 THEN LET a$="The
chest is already closed.": RETU
RN
3820 LET a$="You close the chest
.": LET open=0: LET action=actio
n-2: RETURN
8000 REM **Display*****
8010 BORDER 0: PAPER 0: INK 9: C
LS : PAPER 8
8015 POKE 23675,16: POKE 23676,2
52
8020 FOR n=16 TO 21: PRINT AT n,
1: PAPER 6:
      ": NEXT n: PRINT INK
6: AT 16,0;"A"; AT 16,31;"I"; AT 17
,0;"I"; AT 17,31;"u"; AT 18,0;"u";
AT 18,31;"I"; AT 19,0;"I"; AT 19,3
1;"I"; AT 20,0;"I"; AT 20,31;"I"; A
T 21,0;"I"; AT 21,31;"I"
8030 PLOT 8,40: DRAW 239,0: PLOT
8,41: DRAW 239,0
8055 LET q$="Object ActionLife
Energy": FOR n=2 TO 14: PRINT A
T n,27;q$(n-1); AT n,29;q$(n+12):
NEXT n
8057 FOR n=1 TO 104: PLOT 241,55
+n: DRAW 5,0: NEXT n: GO SUB 850
0: GO SUB 8100: RETURN
8100 REM **Draw Room*****
8103 LET dark=(r=33 OR r=34 OR r
=40 OR r=41 OR r=47) AND lit=0
8105 FOR n=2 TO 15: PRINT AT n,2
7: INK 7-7*dark:
      ": NEXT n: IF dark THEN LET
a$="It's very dark here.I can't
see a thing.": GO SUB 8400: GO
SUB 8450: RETURN
8110 PLOT 16,56: DRAW 48,48: DRA
W 63,0: DRAW 48,-48: PLOT 64,104
: DRAW 0,47: PLOT 127,104: DRAW
0,47
8120 IF r$(r,dir)="1" THEN PLOT
87,104: DRAW 0,24: DRAW 17,0: D
RAW 0,-24: PLOT 87,104: DRAW OV
ER 1;16,0
8121 IF r$(r,dir-1+4*(dir=1))="1
" THEN PLOT 31,71: DRAW 0,33: D
RAW 17,8: DRAW 0,-24: PLOT 31,71
: DRAW OVER 1;16,16
8122 IF r$(r,dir+1-4*(dir=4))="1
" THEN PLOT 160,71: DRAW 0,33:
DRAW -17,8: DRAW 0,-24: PLOT 160
,71: DRAW OVER 1;16,16
8130 POKE 23675,16: POKE 23676,2
52: PRINT OVER 1: AT wky, wky;CHR
$( wkd+4)+CHR$( wkd+5); AT wky-1,
wky;CHR$( wkd+2)+CHR$( wkd+3); AT
wky-2,wky;CHR$( wkd)+CHR$( wkd+
1)
8131 POKE 23675,104: POKE 23676,
251
8132 IF r=6 OR r=7 OR r=13 OR r=
14 OR r=20 OR r=21 THEN FOR n=1
TO 10: LET x=INT (RND*6+9): LET
y=16-x+INT (RND*(2*x-8)): PRINT
AT x,y; OVER 1: INK 7;CHR$( 144
+INT (RND*3)): NEXT n
8133 IF r=25 OR r=32 OR r=39 THE
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N FOR n=1 TO 10: LET x=INT (RND
*6+9): LET y=16-x+INT (RND*(2*x-
8)): PRINT AT x,y; OVER 1: INK 7
;CHR$( 147+INT (RND*2)): NEXT n
8134 IF r=15 THEN PRINT OVER 1
: INK 7: AT chx,chy;"I " AT chx-1
,chy;"V"
8135 IF r=28 THEN PRINT OVER 1
: AT 3,6;"D ABCD @"; AT 4,5;"
@ EFGHIJ FE"; AT 5,4;"EF
GH"; AT 6,3;"J
ED"; AT 7,3;"B @
8150 FOR n=1 TO 10: IF o(n,1)<>r
THEN GO TO 8160
8152 POKE 23675,96+88*(n<6): POK
E 23676,252+(n<5): LET o=140+4*(
n-5*(n>5)): PRINT INK 5; OVER 1
: AT o(n,2)-1,o(n,3);CHR$ o+CHR$
(o+1); AT o(n,2),o(n,3);CHR$ (o+2
)+CHR$ (o+3)
8160 NEXT n
8170 FOR n=1 TO 34: IF PEEK (634
52+4*n)<>r THEN GO TO 8180
8172 POKE 23675,8+168*(n=26)-88
*(n=32): POKE 23676,254+(n=32)
: LET o=138+6*(n<12 OR (n)=26 A
ND n<=29) OR n=32)+12*(n)=13 AN
D n<=22) OR n=30 OR n=33)+18*(n
)=23 AND n<=25) OR n=31 OR n=34)
: LET x=PEEK (63453+4*n): LET y=
PEEK (63454+4*n)
8174 PRINT INK 3; OVER 1: AT x-2
,y;CHR$ o+CHR$ (o+1); AT x-1,y;CH
R$ (o+2)+CHR$ (o+3); AT x,y;CHR$
(o+4)+CHR$ (o+5)
8180 NEXT n
8182 IF r=5 THEN LET a$="A stra
nge voice says: Go back,the evil
skeletons will kill you.Only an
object of power frightens them.
": GO SUB 8400: GO SUB 8450
8190 RETURN
8300 REM **Start new Game*****
8305 RESTORE 8335
8310 LET r=9: LET dir=1: LET wky
=14: LET wky=11: LET wkd=152: LE
T l1ferg=104: LET l1fold=104: DI
M q(6): LET object=2: LET q(1)=1
: LET wiz=0: LET chx=10: LET chy
=8: LET lit=0: LET open=0
8330 DIM o(10,3): FOR n=1 TO 10:
FOR m=1 TO 3: READ a: LET o(n,m
)=a: NEXT m: NEXT n
8335 DATA 0,0,0,1,1,0,8,8,14,5,2,
14,16,2,14,20
8336 DATA 36,14,11,13,10,8,32,11
,1,65,10,8,50,12,5
8340 FOR n=63456 TO 63591: READ
a: POKE n,a: NEXT n
8341 DATA 6,12,18,10,6,11,11,10,
7,14,11,10,7,11,14,10,13,12,6,10
,13,10,11,10,14,12,4,10,14,14,11
,10,20,12,18,10,20,12,8,10,21,14
,11,10,21,10,11,10
8342 DATA 1,12,11,5,2,12,4,5,2,1
2,18,5,8,12,11,5,10,12,11,5,48,1
2,18,5,48,12,4,5,48,9,14,5,48,9,
8,5,48,13,11,5
8343 DATA 44,12,6,10,45,12,6,10,
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# O SENHOR DAS TREVAS

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46,12,6,10
8344 DATA 15,11,11,9,22,11,11,9,
29,11,11,9,36,11,11,9
8345 DATA 43,12,11,1,24,11,11,30
,32,11,11,25,49,11,11,13,35,11,1
1,11
8399 RETURN
8400 REM **Print Message*****
8405 FOR m=17 TO 21: PRINT AT m,
1;"
": NEXT m
8406 LET m=17
8410 LET px=31
8415 IF LEN a<=30 THEN PRINT A
T m,1;a: RETURN
8420 IF a$(px)=" " THEN PRINT A
T m,1;a$( TO px-1): LET m=m+1: L
ET a$=a$(px+1 TO ): GO TO 8410
8425 LET px=px-1: GO TO 8420
8450 REM **Wait for key*****
8451 IF SCREEN$(21,1)<>" " AND S
CREEN$(21,2)<>" " THEN PRINT AT
21,3;"Press any key to continue
"
8460 LET a$=INKEY$: IF INKEY$=""
THEN GO TO 8460
8470 RETURN
8500 REM **Print Objects*****
8503 FOR m=2 TO 7: PRINT AT m,23
;" ": NEXT m
8505 FOR m=1 TO object-1
8510 POKE 23675,96+88*(q(m)<=5):
POKE 23676,252+(q(m))=6)
8515 LET a=140+4*(q(m)-5*(q(m)>5
)): LET px=2*INT (m/2+.5): LET p
y=23+2*(m/2-INT (m/2)): PRINT I
NK 3;AT px,py;CHR$(a+CHR$(a+1));
AT px+1,py;CHR$(a+2)+CHR$(a+3)
8520 NEXT m
8530 RETURN
8550 REM **Plot Life energy*****
8555 IF liferg<0 THEN LET lifer
g=0
8560 IF lifold>liferg THEN FOR
p=lifold TO liferg+1 STEP -1: PL
OT OVER 1;241,55+p: DRAW OVER
1;5,0: BEEP .01,20: NEXT p
8565 IF lifold<liferg THEN FOR
p=lifold+1 TO liferg: PLOT 241,5
5+p: DRAW 5,0: BEEP .01,20: NEXT
p
8570 LET lifold=liferg: RETURN
8600 REM **Title*****
8610 LET q$="Lord of Darkness"
8620 FOR n=1 TO LEN q$: LET ad=6
3336+8*CODE q$(n)
8630 FOR m=0 TO 7: FOR o=0 TO 1
8640 POKE 16370+n+512*(m-4*(m)=4
))+32*(m=4)+256*(o),PEEK (ad+m):
NEXT o: NEXT m: NEXT n
8649 RETURN
8650 REM **Dead*****
8660 FOR n=2 TO 14: PRINT AT n,3
0;" ": NEXT n: PRINT AT 8,0;"
"
"
You're dead
You didn't survive
this adventure
"
8665 FOR n=0 TO 7: PRINT AT n,0;
PAPER 0;"
": BEEP .1,-n: NEXT n:
FOR n=13 TO 21: PRINT AT n,0; P
APER 0;"
": BEEP .1,-n: NEXT n
8666 PRINT AT 21,0; FLASH 1;"Key
Key Key Key Key Key Key Key "
8667 LET b$=INKEY$: IF b$="" THE
N GO TO 8667
8670 GO TO 40
8700 REM **Paint objects persons
8710 FOR n=1 TO 10: IF o(n,1)=r
THEN PRINT OVER 1; INK 5;AT o(
n,2)-1,o(n,3);" ": AT o(n,2),o(n
,3);" "
8720 NEXT n
8730 FOR n=1 TO 34: IF PEEK (634
52+4*n)=r THEN PRINT OVER 1; I
NK 3;AT PEEK (63453+4*n)-2,PEEK
(63454+4*n);" ": AT PEEK (63453+

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4*n)-1,PEEK (63454+4*n);" ": AT
PEEK (63453+4*n),PEEK (63454+4*n
);" "
8740 NEXT n
8745 RETURN
8750 REM **Won!!*****
8760 PRINT AT 8,0; FLASH 1;"
"
"
Cong
ratulations,you killed the
Lord of Darkness
"
8765 FOR n=0 TO 7: PRINT PAPER
0;AT n,0;"
": BEEP .1,n: NEXT n:
FOR n=12 TO 21: PRINT PAPER 0;A
T n,0;"
": BEEP .1,n: NEXT n
8770 LET b$=INKEY$: IF b$="" THE
N GO TO 8770
8780 GO TO 40
9000 REM **Initialisation*****
9005 RESTORE 9020
9010 DIM r$(49,4): FOR n=1 TO 49
: READ r$(n): NEXT n
9020 DATA "0100","0111","0101","
0011","0110","0101","0011"
9021 DATA "0100","1111","0011","
1100","1011","0110","1011"
9022 DATA "0010","1010","1100","
0101","1001","1100","1011"
9023 DATA "1010","1110","0011","
0110","0101","0101","1001"
9024 DATA "1110","1011","1010","
1010","0110","0101","1001"
9025 DATA "1000","1100","1101","
1001","1110","0101","0001"
9026 DATA "0100","0101","0101","
0101","1101","0101","0001"
9030 DIM o$(10,11): FOR n=1 TO 1
0: READ o$(n): NEXT n: DATA "swo
rd","shield","axe","torch","tind
er box","key","ring","sceptre","
book","magic sword"
9040 DIM b(9): FOR n=1 TO 9: REA
D b(n): NEXT n: DATA 4,4,2,5,4,4
,12,4,4
9050 DIM p$(9,8): FOR n=1 TO 9:
READ p$(n): NEXT n: DATA "skelet
on","guard","bat","spider","magi
cian","wizard","balrog","lord","
wyvern"
9060 DIM c$(8,5): FOR n=1 TO 8:
READ c$(n): NEXT n: DATA "light
","unlit","give","say","read","he
lp","open","close"
9499 RETURN
9500 REM **Instructions*****
9505 CLS : GO SUB 8600
9510 PRINT AT 3,0;"In a dark pla
ce in Middle Earth,Morbihan stan
ds the castle of the Lord of D
arkness. This half-spi
rit,half-human creature want
s to take over the world."
9515 PRINT "The kings of the sur
rounding countries have alrea
dy tried to defeat him, but thei
r armies aren't strong enough to
battle with dark and evil magic.
"
9520 PRINT "So, the kings have d
ecided to defeat the Lord in a
nother way. A very brave and cle
ver man has to break into the ca
stle and kill the Lord."
9525 PRINT "You, the White Knigh
t, has to perform this mission
."
9527 PRINT AT 21,0; FLASH 1;"Key
Key Key Key Key Key Key Key "
9528 LET b$=INKEY$: IF b$="" THE
N GO TO 9528
9530 CLS : PRINT "You start this
adventure at the point where th
e White Knight has just entered t
he castle through a secret passa
ge way."
9531 PRINT "You always see a gr
aphical representation of th
e room, plus all the objects and

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persons present in this roo
m."
9532 PRINT "At the right of the
screen,there is always informati
on about the objects you're carr
ying,your life energy and you
r action points."
9533 PRINT "At the bottom of th
e screen appear the messages
which inform you about your acti
ons and about the actions of the
creatures you will meet."
9534 PRINT AT 21,0; FLASH 1;"Key
Key Key Key Key Key Key Key "
9535 LET b$=INKEY$: IF b$="" THE
N GO TO 9535
9540 CLS : PRINT "You can perfor
m actions by pressing the f
irst letter of the word (see main
menu). The different
actions are:"
9541 PRINT "MOVE: You can move
the White Knight around the r
oom, using the cursor keys.You
can go to other rooms by goin
g through doors."
9542 PRINT "EXAMINE: You can ex
amine anything in the roo
m, but not the objects you're
carrying."
9543 PRINT "TAKE :This is obvio
us,I think..."
9544 PRINT "DROP :cfr. TAKE"
9545 PRINT AT 21,0; FLASH 1;"Key
Key Key Key Key Key Key Key "
9546 LET b$=INKEY$: IF b$="" THE
N GO TO 9546
9550 CLS : PRINT "FIGHT :You can
fight with the creatures you
meet.Although you will need the
help of some of them... The mo
re weapons you have,the stron
ger you are."
9551 PRINT "LEFT-RIGHT VIEW :Yo
u can rotate the room.Left means
clockwise, right anti-clockwis
e.All objects and persons will r
otate as well.This enables you to
see the 'fourth' wall."
9552 PRINT "STOP :You stop the
action,The other creatures wil
l now perform their actions."
9553 PRINT "OTHER COMMAND :You
can enter any other command,i.e.
open door, give knife to guard
, help, say hello...etc..."
9555 PRINT AT 21,0; FLASH 1;"Key
Key Key Key Key Key Key Key "
9557 LET b$=INKEY$: IF b$="" THE
N GO TO 9557
9560 CLS : PRINT "At the beginni
ng of the game you get a certain
amount of life energy.This re
presents your physical condi
tion.When your life energy le
vel rates zero, you're dead an
d the game is over"
9561 PRINT "At the beginning of
each 'turn' you get action point
s.Each time you perform an actio
n,you lose some action points.Y
ou can perform actions unti
ll you enter the command STOP,or
until your action points fall b
elow -10.In this case a STOP co
mmand is executed automatical
ly."
9562 PRINT "The action points yo
u get are proportional to your
life energy.When you enter STOP,
the remaining action poi
nts are added to your life e
nergy, positive or negative
.You can also lose life energ
y in combat."
9563 PRINT #0; FLASH 1;"Key Key
Key Key Key Key Key Key Key "
9564 LET b$=INKEY$: IF b$="" THE
N GO TO 9564
9570 RETURN

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